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**Bibliography.**

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**Summary.**

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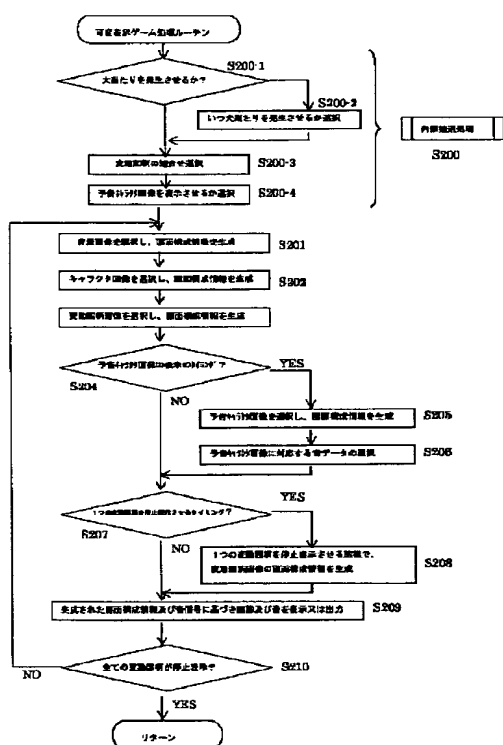
**(57) [Abstract]**

[Technical problem] A game person needs to offer the game machine which can enjoy a game over a long time, without it becoming unnecessary to always gaze at the display of a game machine, and sensing tiredness in order not to overlook change of the production picture which was the preliminary announcement of a great success state like before, and can recognize easily further that the great success state has been approaching even if it is a beginner, consequently can enjoy a game more.

[Means for Solution] The game machine characterized by reporting that a great success state occurs by directing that the great success state is approaching with sound from the time of a former adjustable display game from the time of the adjustable display game in which two or more change patterns indicate by halt in a predetermined combination, and which a great success state generates.

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#### CLAIMS

[Claim(s)]

[Claim 1] The display which displays the identification information picture which consists of two or more change patterns by which it is prepared in a game board, and a change indication of each is given, and it may be indicated by halt to predetermined timing, And have the loudspeaker which outputs the sound according to the game situation, and this adjustable display game is repeated for 1 cycle of the change display of two or more aforementioned change patterns, or a halt display as

1 time of an adjustable display game. It is the game machine which generates a great success state by having given a halt indication of two or more aforementioned change patterns in a predetermined combination. It applies to an adjustable display game in case a great success state occurs from the adjustable display game before [ at least two / or more ] two or more aforementioned change patterns indicate by halt in a predetermined combination and a great success state occurs. The game machine characterized by reporting that a great success state occurs by changing the sound outputted from the aforementioned loudspeaker one by one.

[Claim 2] The display which has the production picture field which displays the identification information picture field which displays the identification information picture which consists of two or more change patterns by which it is prepared in a game board, and a change indication of each is given, and it may be indicated by halt to predetermined timing, and a production picture, And have the loudspeaker which outputs the sound according to the game situation, and this adjustable display game is repeated for 1 cycle of the change display of two or more aforementioned change patterns, or a halt display as 1 time of an adjustable display game. It is the game machine which generates a great success state by having given a halt indication of two or more aforementioned change patterns in a predetermined combination. It applies to an adjustable display game in case a great success state occurs from the adjustable display game before [ at least two / or more ] two or more aforementioned change patterns indicate by halt in a predetermined combination and a great success state occurs. The game machine characterized by reporting that a great success state occurs by synchronizing with the display of the aforementioned production picture the sound outputted from the aforementioned loudspeaker, and changing it one by one.

[Claim 3] The game machine according to claim 2 whose sound which the preliminary announcement character picture which announces great success beforehand as the aforementioned production picture is shown, and is outputted from the aforementioned loudspeaker is the voice of a character which appears in the aforementioned preliminary announcement character picture.

[Claim 4] The game machine according to claim 3 which outputs the voice of a character by the aforementioned loudspeaker while the aforementioned preliminary announcement character picture is displayed on the aforementioned display, when the aforementioned change pattern is not displayed.

[Claim 5] The game machine according to claim 1 to 4 whose sound outputted from the aforementioned loudspeaker is the sound which the effect of a binaural sound makes.

[Claim 6] The sound which the effect of the aforementioned binaural sound makes is a game machine according to claim 5 to which it is the sound which generates a virtual source and the virtual source which generated this virtual source or made it generate is moved.

[Claim 7] The aforementioned loudspeaker is a game machine according to claim 1

to 6 which is a parametric loudspeaker.

[Claim 8] It is prepared in a game board and the game situation developed on the game board concerned is embraced. suitably The display as which the screen picture which consists of a picture which combined a dynamic image, a static picture image, or these is displayed, It has the loudspeaker which outputs the sound according to the game situation, and the control section which transmits transmission of the electronic data to the aforementioned display, and the correspondence number to the aforementioned loudspeaker at least. by the aforementioned loudspeaker It is possible to output the sound which the effect of a binaural sound makes. and the aforementioned screen picture The identification information picture which consists of two or more change patterns in which it is indicated by change and a halt indication of each may be given to predetermined timing is included. This adjustable display game is repeated for 1 cycle of the change display of the aforementioned change pattern, or a halt display as 1 time of an adjustable display game. It is the production expression method of the game machine which generates a great success state by having given a halt indication of two or more aforementioned change patterns in a predetermined combination. It applies to an adjustable display game in case a great success state occurs from the adjustable display game before [ at least two / or more ] two or more aforementioned change patterns indicate by halt in a predetermined combination and a great success state occurs. The production expression method of the game machine characterized by reporting that control to change the sound which the effect of the binaural sound outputted from the aforementioned loudspeaker makes one by one, and a great success state occurs.

[Claim 9] It is prepared in a game board and the game situation developed on the game board concerned is embraced. suitably The display as which the screen picture which consists of a picture which combined a dynamic image, a static picture image, or these is displayed, It has the loudspeaker which outputs the sound according to the game situation, and the control section which transmits transmission of the electronic data to the aforementioned display, and the correspondence number to the aforementioned loudspeaker at least. by the aforementioned loudspeaker It is possible to output the sound which the effect of a binaural sound makes. and the aforementioned screen picture The identification information picture which consists of two or more change patterns in which it is indicated by change and a halt indication of each may be given to predetermined timing, This adjustable display game is repeated for 1 cycle of the change display of the aforementioned change pattern, or a halt display as 1 time of an adjustable display game including the production picture which indicates the game by production. It is the production expression method of the game machine which generates a great success state by having given a halt indication of two or more aforementioned change patterns in a predetermined combination. It applies to an adjustable display game in case a great success state occurs from the adjustable display game before [ at least two / or

more ] two or more aforementioned change patterns indicate by halt in a predetermined combination and a great success state occurs. the production expression method which is the game machine characterized by reporting that a great success state occurs by synchronizing with the display of the aforementioned production picture the sound which the effect of the binaural sound outputted from the aforementioned loudspeaker makes, and changing it one by one

[Claim 10] It is the server which can perform control to which the sound according to the game situation is made to output while displaying the game machine picture which shows a game machine to a terminal. It is possible to perform control to which the sound which the effect of a binaural sound makes to the aforementioned terminal is made to output. And a change indication of each is given according to the situation of the game performed in the aforementioned terminal. The identification information picture which consists of two or more change patterns by which it may be indicated by halt to predetermined timing is displayed. This adjustable display game is repeated for 1 cycle of the change display of two or more aforementioned change patterns, or a halt display as 1 time of an adjustable display game. While generating a great success state by having given a halt indication of two or more aforementioned change patterns in a predetermined combination It applies to an adjustable display game in case a great success state occurs from the adjustable display game before [ at least two / or more ] two or more aforementioned change patterns indicate by halt in a predetermined combination and a great success state occurs. The server characterized by performing control to which the sound which the effect of a binaural sound makes is changed one by one to a terminal.

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**DETAILED DESCRIPTION**

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[Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] this invention relates to the

production expression method and server of game machines, such as pachinko game equipment and pachislot game equipment, and a game machine.

[0002]

[Description of the Prior Art] Since the game person who plays a pachinko game is not bored, in order to make the game state grasp, pachinko game equipment is equipped with the display which has CRT, a liquid crystal display monitor, etc. In this display, usually, in order to excite the interest over a game person's game, in the identification information picture field in which the identification information picture which consists of a change pattern which has two or more identification information which consists of a numeric value etc. is displayed, this change pattern repeats 1 cycle of a change display or a halt display, and is displayed in this adjustable display game considering it as 1 time of an adjustable display game. And while the aforementioned change pattern is indicating by change, production expression which displays background images, such as an animation which has fixed narrativeness in the production picture field in which a production picture is displayed, is performed.

[0003] Generally, the voice which the sound which is in the middle of expansion of a tale, and is made, a character, etc. generate is tintured with importance, so that it will become high, if the story nature becomes high in the animation which has such narrativeness. For this reason, the device made into the tale which has presence more is made by making such sound output from the loudspeaker in which it was prepared by the game machine. Moreover, with such pachinko game equipment, when the pattern of the change pattern by which it was indicated by halt in the identification information picture field usually becomes a predetermined combination, it will shift to the so-called great success state where a dividend advantageous to a game person is obtained. For this reason, in the display of pachinko game equipment, production on which the picture which announces the reliability of great success beforehand is displayed is also performed. While a game person is conscious of the probability that a great success state will occur, and swelling a breast to the hope whether to be becoming it a great success and performing a game by such production, interest will be increasingly aroused to a game.

[0004]

[Problem(s) to be Solved by the Invention] However, it was what production which announces beforehand the reliability of great success mentioned above is not performed in a picture at the time of the change display of the change pattern of the adjustable display game of the time, and even the omen is not reported to at the time of the adjustable display game before it. For this reason, the game person always has to continue gazing at the display of pachinko game equipment, was tired, and had the problem that it became difficult to perform a game over a long time noting that he would not overlook a preliminary announcement character picture. moreover -- a game -- a person -- many -- investment -- having continued -- after -- great success -- a state -- it cannot gain -- a \*\* -- giving up -- pachinko -- a game -- equipment -- having separated -- the time -- a degree -- this --

pachinko -- a game -- equipment -- a game -- having carried out -- being another -- a game -- a person -- the beginning -- adjustable -- a display -- a game -- great success -- a state -- generating -- \*\* -- saying -- things -- as -- it is --

[0005] Furthermore, the more the production of such a preliminary announcement became a maniac, it became unclear for a beginner and, the more the meaning had not had such a preliminary announcement itself for the game person who cannot recognize this. this invention is made in view of the technical problem mentioned above. the purpose When the hope about the whereabouts of a game can be raised and a game is becoming it a great success by reporting in advance that great success is decided to a game person with sound While being able to raise a game person's feeling of fullness and feeling of achievement and being able to aim at fast improvement in interest It is in being able to enjoy a game over a long time, without a game person sensing tiredness, and offering the production expression method and server of a game machine and a game machine which can recognize certainly that the preliminary announcement of great success was performed, even if it is a beginner further.

[0006]

[Means for Solving the Problem] In order to attain the above purposes, this invention is characterized by reporting that a great success state occurs by directing that the great success state is approaching with sound from the time of a former adjustable display game from the time of the adjustable display game in which two or more change patterns indicate by halt in a predetermined combination and which a great success state generates.

[0007] More specifically, this invention offers the production method of the game machine of the following (1) – (11), and a game machine, and a server.

(1) The display which displays the identification information picture which consists of two or more change patterns by which it is prepared in a game board, and a change indication of each is given, and it may be indicated by halt to predetermined timing, And have the loudspeaker which outputs the sound according to the game situation, and this adjustable display game is repeated for 1 cycle of the change display of two or more aforementioned change patterns, or a halt display as 1 time of an adjustable display game. It is the game machine which generates a great success state by having given a halt indication of two or more aforementioned change patterns in a predetermined combination. It applies to an adjustable display game in case a great success state occurs from the adjustable display game before [ at least two / or more ] two or more aforementioned change patterns indicate by halt in a predetermined combination and a great success state occurs. The game machine characterized by reporting that a great success state occurs by changing the output of the sound outputted from the aforementioned loudspeaker one by one.

[0008] To a game person, since sound reports several times that the great success state has been approaching to beforehand from the time of a front adjustable display game according to invention of (1) consequently, surprise and when [ while being



able to give admiration excitedly, ] it raises the hope about the whereabouts of a game, and the degree of excitement and a game is becoming it a great success, a game person's feeling of fullness and feeling of achievement can be uplifted, and fast improvement in interest can be aimed at. Moreover, since sound reports ranging from the time of the adjustable display game which a great success state generates or before to multiple times, a game person cannot overlook the preliminary announcement of a great success state easily, and can recognize almost certainly. Therefore, a game person can enjoy a game over a long time, without it becoming unnecessary to always gaze at the display of a game machine, and sensing tiredness, in order not to overlook change of the production picture which was the preliminary announcement of a great success state like before. Furthermore, even if it is a beginner, it can recognize easily that the great success state has been approaching, consequently a game can be enjoyed more.

[0009] (2) The display which has the production picture field which displays the identification information picture field which displays the identification information picture which consists of two or more change patterns by which it is prepared in a game board, and a change indication of each is given, and it may be indicated by halt to predetermined timing, and a production picture, And have the loudspeaker which outputs the sound according to the game situation, and this adjustable display game is repeated for 1 cycle of the change display of two or more aforementioned change patterns, or a halt display as 1 time of an adjustable display game. It is the game machine which generates a great success state by having given a halt indication of two or more aforementioned change patterns in a predetermined combination. It applies to an adjustable display game in case a great success state occurs from the adjustable display game before [ at least two / or more ] two or more aforementioned change patterns indicate by halt in a predetermined combination and a great success state occurs. The game machine characterized by reporting that a great success state occurs by synchronizing with the display of the aforementioned production picture the output of the sound outputted from the aforementioned loudspeaker, and changing it one by one.

[0010] According to invention of (2), since sound and a production picture report several times that the great success state has been approaching to beforehand from the time of a front adjustable display game Consequently, to a game person, more, surprise and when [ while being able to give admiration excitedly ] it raises the hope about the whereabouts of a game, and the degree of excitement and a game is becoming it a great success, a game person's feeling of fullness and feeling of achievement can be uplifted, and fast improvement in interest can be aimed at. Moreover, since sound reports ranging from the time of the adjustable display game which a great success state generates or before to multiple times, a game person cannot overlook the preliminary announcement of a great success state easily, and can recognize almost certainly. Therefore, a game person can enjoy a game over a long time, without it becoming unnecessary to always gaze at the display of a game

machine, and sensing tiredness, in order not to overlook change of the production picture which was the preliminary announcement of a great success state like before that what is necessary is just to observe a display though the preliminary announcement of the great success state by the first production picture is overlooked since it can be known with sound and. Furthermore, even if it is a beginner, it can recognize easily that the great success state has been approaching, consequently a game can be enjoyed more.

[0011] (3) A game machine given in the above (2) whose sound which the preliminary announcement character picture which announces great success beforehand as the aforementioned production picture is shown, and is outputted from the aforementioned loudspeaker is the voice of a character which appears in the aforementioned preliminary announcement character picture.

[0012] Since the sound which announces a great success state beforehand is the voice of a character which appears in a preliminary announcement character picture according to invention of (3), For example, two or more kinds of preliminary announcement character pictures which have the voice of the separately different feature are set up. If it is the game machine with which a different great success state for every preliminary announcement character picture of these two or more kinds, for example, an ordinary great success state, and the probability change great success state are set up, a game person If the voice which is the preliminary announcement of a great success state is heard, it can predict what great success the great success state which will be generated behind is. consequently, a game person — while being able to raise admiration excitedly, the hope about the whereabouts of a game and the degree of excitement can be raised by leaps and bounds

[0013] (4) A game machine given in the above (3) which outputs the voice of a character by the aforementioned loudspeaker while the aforementioned preliminary announcement character picture is displayed on the aforementioned display, when the aforementioned change pattern is not displayed.

[0014] Since according to invention of (4) the voice of the preliminary announcement character shown as this preliminary announcement character picture is outputted by the above-mentioned loudspeaker and introduction about the above-mentioned preliminary announcement character is performed as a demonstration screen while the above-mentioned preliminary announcement character picture is displayed on the above-mentioned display when the above-mentioned change pattern is not displayed, the above-mentioned preliminary announcement character can recognize beforehand what voice is emitted in a game person. therefore, what preliminary announcement character picture is displayed by voice, without a game person looking at the production picture of a preliminary announcement of a great success state — or it can predict certainly what great success state occurs consequently, a game person — while being able to raise admiration further excitedly, further improvement in the hope about the whereabouts of a game can be

aimed at

[0015] (5) a game opportunity given in either of above-mentioned (1) – (4) whose sound outputted from the aforementioned loudspeaker is the sound which the effect of a binaural sound makes

[0016] Since a great success state is announced beforehand with the sound which the effect of a binaural sound makes according to invention of (5), production of unique and new various information, such as notifying close to a game person's his ears, can be performed, for example.

[0017] (6) the game machine which the sound which the effect of the aforementioned binaural sound makes is sound which generates a virtual source, and is a publication at the above (5) to which the virtual source which generated this virtual source or made it generate is moved

[0018] According to invention of (6), signs that a great success state approaches can be reported more uniquely and with reality by moving the virtual source which made it generate, such as making it sound approach gradually close to his ears [ of for example, a game person ], or making it sound turn around a game person round and round etc. Moreover, while being able to offer the more visionary world and fully being able to give admiration excitedly to a game person, enjoyableness and interest nature can be raised further.

[0019] (7) The aforementioned loudspeaker is a game machine given in either of above-mentioned (1) – (6) which is a parametric loudspeaker. As mentioned above, in this invention, sound reports that the great success state is approaching. therefore — if reported in the game machine of 1 — this — it can know that a great success state will generate not only the game person that is performing the game but a surrounding game person in the game machine of the above 1 in the near future with the game machine of 1 Thereby, the game person of the game machine of the above 1 may also be noise of a surrounding game person being unable to be worrisome and being unable to permeate a game in the world of concentration or a game. For the game person who does not like such a situation, it is very troublesome.

[0020] However, since according to invention of (7) sound to tell a game person can be put and emitted to a strong directive ultrasonic wave by the above-mentioned parametric loudspeaker and sound can be centralized on a predetermined part like a spotlight, it can prevent that the sound outputted from the game machine of the above 1 will be heard by other game persons. For this reason, even if the preliminary announcement of a great success state is reported by the sound outputted in the game machine of the above 1, other game persons who are in the circumference of the game machine of the above 1 cannot hear the above-mentioned sound, and cannot know with sound that a great success state is near in the game machine of the above 1. Consequently, he can feel easy, and can concentrate on a game and the game person who is performing the game with the game machine of the above 1 can permeate the world of a game.

[0021] It is prepared in a game board and the game situation developed on the game

board concerned is embraced. (8) Suitably The display as which the screen picture which consists of a picture which combined a dynamic image, a static picture image, or these is displayed, It has the loudspeaker which outputs the sound according to the game situation, and the control section which transmits transmission of the electronic data to the aforementioned display, and the correspondence number to the aforementioned loudspeaker at least. by the aforementioned loudspeaker It is possible to output the sound which the effect of a binaural sound makes. and the aforementioned screen picture The identification information picture which consists of two or more change patterns in which it is indicated by change and a halt indication of each may be given to predetermined timing is included. This adjustable display game is repeated for 1 cycle of the change display of the aforementioned change pattern, or a halt display as 1 time of an adjustable display game. It is the production expression method of the game machine which generates a great success state by having given a halt indication of two or more aforementioned change patterns in a predetermined combination. It applies to an adjustable display game in case a great success state occurs from the adjustable display game before [ at least two / or more ] two or more aforementioned change patterns indicate by halt in a predetermined combination and a great success state occurs. The production expression method of the game machine characterized by reporting that control to change the sound which the effect of the binaural sound outputted from the aforementioned loudspeaker makes one by one, and a great success state occurs.

[0022] Since the sound to which the effect of a binaural sound produces several times that the great success state has been approaching beforehand from the time of a front adjustable display game reports according to invention of (8), production of unique and new various information, such as notifying close to a game person's his ears, can be performed, for example. Consequently, to a game person, surprise and when [ while being able to give admiration excitedly ] it raises the hope about the whereabouts of a game, and the degree of excitement and a game is becoming it a great success, a game person's feeling of fullness and feeling of achievement can be uplifted, and fast improvement in interest can be aimed at. Moreover, since the sound which the effect of a binaural sound makes ranging from the time of the adjustable display game which a great success state generates or before to multiple times reports, a game person cannot overlook the preliminary announcement of a great success state easily, and can recognize almost certainly. Therefore, a game person can enjoy a game over a long time, without it becoming unnecessary to always gaze at the display of a game machine, and sensing tiredness, in order not to overlook change of the production picture which was the preliminary announcement of a great success state like before. Furthermore, even if it is a beginner, it can recognize easily that the great success state has been approaching, consequently a game can be enjoyed more.

[0023] It is prepared in a game board and the game situation developed on the game

board concerned is embraced. (9) Suitably The display as which the screen picture which consists of a picture which combined a dynamic image, a static picture image, or these is displayed, It has the loudspeaker which outputs the sound according to the game situation, and the control section which transmits transmission of the electronic data to the aforementioned display, and the correspondence number to the aforementioned loudspeaker at least. by the aforementioned loudspeaker It is possible to output the sound which the effect of a binaural sound makes. and the aforementioned screen picture The identification information picture which consists of two or more change patterns in which it is indicated by change and a halt indication of each may be given to predetermined timing, This adjustable display game is repeated for 1 cycle of the change display of the aforementioned change pattern, or a halt display as 1 time of an adjustable display game including the production picture which indicates the game by production. It is the production expression method of the game machine which generates a great success state by having given a halt indication of two or more aforementioned change patterns in a predetermined combination. It applies to an adjustable display game in case a great success state occurs from the adjustable display game before [ at least two / or more ] two or more aforementioned change patterns indicate by halt in a predetermined combination and a great success state occurs. the production expression method which is the game machine characterized by reporting that a great success state occurs by synchronizing with the display of the aforementioned production picture the sound which the effect of the binaural sound outputted from the aforementioned loudspeaker makes, and changing it one by one

[0024] Since the sound which it synchronizes that the great success state has been approaching with a production picture beforehand from the time of a front adjustable display game several times, and the effect of a binaural sound makes reports according to invention of (9) Consequently, to a game person, more, surprise and when [ while being able to give admiration excitedly ] it raises the hope about the whereabouts of a game, and the degree of excitement and a game is becoming it a great success, a game person's feeling of fullness and feeling of achievement can be uplifted, and fast improvement in interest can be aimed at. Moreover, since the sound which the effect of a binaural sound makes ranging from the time of the adjustable display game which a great success state generates or before to multiple times reports, a game person cannot overlook the preliminary announcement of a great success state easily, and can recognize almost certainly. therefore, a game person can enjoy a game over a long time, without it becoming unnecessary to always gaze at the display which is a game machine, and sensing tiredness, in order not to overlook change of the production picture which was the preliminary announcement of a great success state like before that what is necessary is just to observe a display since it can be known with the sound which the effect of a binaural sound makes though the preliminary announcement of the great success state by the first production picture is overlooked and Furthermore, even if it is a

beginner, it can recognize easily that the great success state has been approaching, consequently a game can be enjoyed more.

[0025] (10) It is the server which can perform control to which the sound according to the game situation is made to output while displaying the game machine picture which shows a game machine to a terminal. It is possible to perform control to which the sound which the effect of a binaural sound makes to the aforementioned terminal is made to output. And a change indication of each is given according to the situation of the game performed in the aforementioned terminal. The identification information picture which consists of two or more change patterns by which it may be indicated by halt to predetermined timing is displayed. This adjustable display game is repeated for 1 cycle of the change display of two or more aforementioned change patterns, or a halt display as 1 time of an adjustable display game. While generating a great success state by having given a halt indication of two or more aforementioned change patterns in a predetermined combination It applies to an adjustable display game in case a great success state occurs from the adjustable display game before [ at least two / or more ] two or more aforementioned change patterns indicate by halt in a predetermined combination and a great success state occurs. The server characterized by performing control to which the sound which the effect of a binaural sound makes is changed one by one to a terminal.

[0026] According to invention of (10), the sound which the effect of a binaural sound makes can report that the great success state is approaching using unique and new methods, such as notifying close to for example, a game person's his ears.

Consequently, while being able to give admiration excitedly to the game person, when the hope about the whereabouts of a game is raised and a game is becoming it a great success, a game person's feeling of fullness and feeling of achievement can be uplifted, and fast improvement in interest can be aimed at. Moreover, since the sound which the effect of a binaural sound makes ranging from the time of the adjustable display game which a great success state generates or before to multiple times reports, a game person cannot overlook the preliminary announcement of a great success state easily, and can recognize almost certainly. Therefore, a game person can enjoy a game over a long time, without it becoming unnecessary to always gaze at the display of a game machine, and sensing tiredness, in order not to overlook change of the production picture which was the preliminary announcement of a great success state like before. Furthermore, even if it is a beginner, it can recognize easily that the great success state has been approaching, consequently a game can be enjoyed more.

[0027] In a [definition-of-term etc. book] specification, "identification information" means identifiable information by the visual sense of patterns, such as a character, a sign, a pattern, or a pattern. The case where "a change display" changes from the pattern "7" which is one identification information when identification information changes one by one to the pattern "8" which are other identification information, In the case while one identification information had been displayed in the viewing area

which can display identification information besides in the case of changing to other patterns "\*" from the pattern "9", so that the identification information may move and may be displayed. For example, it is a concept including the case where it moves one pattern "7" being displayed in a viewing area etc.

[0028] The pattern in which a change display is possible is called "change pattern." It says changing volume, \*\*\*\*, etc. continuously and/or intermittently with time, saying "sound is changed one by one", and outputting, for example, they are the footstep of the character of a supernatural creature, a monster, etc., \*\*\*\*, and the concept that includes widely the action which enlarges [ sound /, such as voice, ] gradually, increases the number of times gradually, or does / sound / which talks and is different ], and is outputted. "The sound which the effect of a binaural sound makes" means the sound in which depth and a breadth are impressed to a game person. the sound which the effect of such a binaural sound makes can obtain by outputting sound based on the correspondence number which performed processing, after performing the processing to which the correlation coefficient which is the sound pressure of the sound in the entrance of both the game person's ears changes, the processing which add the correspondence number which generates reverberation sound as opposed to the sound data used as the correspondence number which generates sound, and this correspondence number

[0029] In addition, in this specification, we suppose that sound data mean the electronic data memorized by the storages (for example, ROM etc.) with which the game machine etc. was equipped, and a correspondence number decides to say the electrical signal inputted into a loudspeaker. Moreover, although it is possible to output the sound which the effect of a binaural sound usually makes by using two pieces or three loudspeakers or more (circuit) in case sound is outputted based on the correspondence number which performed processing which was mentioned above, or sound data. Also in the game machine of this invention, and the terminal (henceforth a terminal etc.) controlled by the server of this invention, it is the same, and the sound which the effect of a binaural sound makes can be outputted by using two pieces or three loudspeakers or more (circuit). Moreover, it is not necessary to necessarily use two pieces or three loudspeakers or more, and you may be one piece in this invention. Moreover, it is not especially limited about the position in which the above-mentioned loudspeaker is prepared. About the position and the number of the above-mentioned loudspeaker, it is possible to set up suitably so that the effect of a binaural sound may fully be acquired with the sound outputted from a loudspeaker. moreover, when using the sound which the effect of a binaural sound makes in this invention, only the sound when reporting that it is not necessary to necessarily output the sound which the effect of a binaural sound always makes for example, and a great success state occurs outputs the sound which the effect of the above-mentioned binaural sound makes — it is good also as things

[0030] The above-mentioned loudspeaker produced in a game person's feeling means the sound source of the imagination which exists in a different position with

the sound to which a "virtual source" is outputted from the loudspeaker with which the game machine etc. was equipped. Therefore, it is sensed that the above-mentioned virtual source back generated in spite of having outputted the loudspeaker with which the game machine which a game person has in a transverse plane when the sound which generates a virtual source by the loudspeaker with which the game machine etc. was equipped when the game person was located in transverse planes, such as a game machine, is outputted and a virtual source is generated behind a game person was equipped to sound to sound is outputted. That is, it means that the above-mentioned virtual source had occurred in a different position from the above-mentioned loudspeaker in a game person's feeling. the sound which the effect of a binaural sound makes being sound which generates a virtual source in this invention, and generating the above-mentioned virtual source – or it is desirable to report that a great success state occurs by moving the above-mentioned virtual source which made it generate

[0031] It is because the hope about the whereabouts of a game and the degree of excitement can be further raised while fully being able to give admiration excitedly to a game person, since sound enables it to approach gradually close to his ears [ of a game person ] or it can report that the great success state is approaching using more unique and new methods, such as making it sound turn around a game person round and round etc., as mentioned above for example. Hereafter, the above-mentioned virtual source is explained. The acoustic wave from a loudspeaker results in the eardrum of both the game person's ears in response to an operation of the transfer system of places, such as an amusement center and space, in which for example, a game person is, and the transfer system by reflection of a game person's head, a concha, a shoulder, etc., diffraction, and resonance. The transfer function of these transfer systems, i.e., the transfer function from a sound source to external auditory meatus, is called head sound transfer function. The above-mentioned head sound transfer function can be acquired with measuring methods, such as an M sequences method and the cross-spectrum method. The above-mentioned virtual source can be processed in sound data or a correspondence number, and can make it generate using the head sound transfer function acquired according to the physical relationship of for example, a game person and the loudspeaker with which the game machine etc. was equipped, physical relationship with the virtual source which makes it generate with a game person, etc. by outputting the sound based on these sound data or a correspondence number.

[0032] It is possible to perform such processing by DSP (Digital Signal Processor) which is a processing unit, for example, it can realize by using an FIR (Finite-duration Impulse Response) filter and filters, such as IIR (Infinite-duration Impulse Response). Furthermore, the above-mentioned virtual source will be explained in full detail using drawing 1 -3. Drawing 1 is explanatory drawing shown as compared with the state where the sound outputted by the virtual source to which a listener exists the state where explanatory drawing about a virtual source, i.e., a listener, is hearing



the sound outputted by two loudspeakers arranged ahead of this listener in this listener's right rear side is heard. First, it is assumed that Listener A is hearing the sound outputted by the virtual source 210 which exists in Listener's A right rear side.

[0033] The frequency characteristic of the sound outputted by the virtual source 210 at this time If HL and the head sound transfer function from a virtual source 210 to Listener's A right ear (are set [ for example, / sound pressure level, frequency, etc. ]) to HR for VS and the head sound transfer function from a virtual source 210 to Listener's A left ear The frequency characteristic EL of the sound in near the external ear of Listener's A left ear and the frequency characteristic ER of the sound in near the external ear of a right ear can be expressed with (following 1) and following (2) formula, respectively (refer to drawing 1 ).

$$EL=VS \times HL \dots (1)$$

$$ER=VS \times HR \dots (2)$$

Next, the case where the sound outputted by the loudspeaker 201 (201a, 201b) is being heard is considered. In addition, loudspeaker 201a is located in the left-hand side ahead of Listener A, and loudspeaker 201b is located in the right-hand side ahead of Listener A.

[0034] LS and the head sound transfer function from loudspeaker 201a to Listener's A left ear for the frequency characteristic of the sound outputted by loudspeaker 201a LGL, The head sound transfer function from loudspeaker 201b to Listener's A right ear is set to LGR. If RGL and the head sound transfer function from loudspeaker 201b to Listener's A right ear are set to RGR for RS and the head sound transfer function from loudspeaker 201b to Listener's A left ear, the frequency characteristic of the sound outputted by loudspeaker 201b The frequency characteristic EL of the sound in near the external ear of Listener's A left ear and the frequency characteristic ER of the sound in near the external ear of a right ear can be expressed with (following 3) and following (4) formula, respectively (refer to drawing 1 ).

$$EL=LS \times LGL+RS \times RGL \dots (3)$$

$$ER=LS \times LGR+RS \times RGR \dots (4)$$

(Following 5) and following (6) formula can be obtained about the frequency characteristic LS of the sound outputted by loudspeaker 201a by the above-mentioned (1) – (4) formula, and the frequency characteristic RS of the sound outputted by loudspeaker 201b (refer to drawing 1 ).

$$LS=VS \times (RGL \times HR - RGR \times HL) / XG \dots (5)$$

$$RS=VS \times (-LGL \times HR + LGR \times HL) / XG \dots (6)$$

(However,  $XG=RGL \times LGR - RGR \times LGL$ ) As shown in drawing 1 , when a loudspeaker 201 (201a, 201b) sees from Listener A and is arranged again at the bilateral symmetry, let the head sound transfer function, i.e., the head sound transfer function LGL and the head sound transfer function RGR, from a loudspeaker 201 to Listener's A ear of the nearer one be the same head sound transfer function. The

same is said of the head sound transfer function to the ear of the one where Listener A is distant from a loudspeaker 201.

[0035] Therefore, if GN and the head sound transfer function to the ear of the one where Listener A is distant from a loudspeaker 201 are set to GF, the above (5) and (6) formulas can also show the head sound transfer function from a loudspeaker 201 to Listener's A ear of the nearer one like (following 7) and following (8) formula, respectively.

$$LS=VSx(GFxHR-GNxHL)/(GF2-GN2) \dots (7)$$

$$RS=VSx(-GNxHR+GFxHL)/(GF2-GN2) \dots (8)$$

Namely, the frequency characteristic VS of the sound outputted by the virtual source 210 is set up. The above (5) and processing using (6) formulas (the above (7) and (8) formulas) are performed to the correspondence number or sound data made to generate the sound of the frequency characteristic VS. The correspondence number or sound data made to generate the sound of the frequency characteristics LS and RS is obtained, and it becomes possible to generate a virtual source 210 by outputting the sound based on the obtained correspondence number or sound data of the frequency characteristics LS and RS from loudspeaker 201a and loudspeaker 201b, respectively.

[0036] However, when a virtual source is generated by the method mentioned above, there is a possibility that a cross talk may occur in the sound which reaches from a left loudspeaker to a right ear, and the sound which reaches from a right loudspeaker to a left ear. When the above-mentioned cross talk occurs, a listener may memorize sense of incongruity in the position of a virtual source. Such a cross talk can suppress the generating by performing processing which negates the above-mentioned cross talk to the correspondence number which generates the sound outputted by the loudspeaker.

[0037] Next, how to output the sound which generating of the above-mentioned cross talk is suppressed [ sound ] and generates a virtual source is explained. Drawing 2 is explanatory drawing shown as compared with the state where the sound outputted by the virtual source to which a listener exists in this listener's right rear side in explanatory drawing about a virtual source, i.e., the state where the listener is hearing the sound outputted from headphone, is heard. The case where Listener A is hearing the sound outputted by headphone 301 (301a, 301b) is considered. In addition, headphone 301a is located in Listener's A left-hand side, and headphone 301b is located in Listener's A right-hand side. If the frequency characteristic of the sound outputted by LP and headphone 301b in the frequency characteristic of the sound outputted by headphone 301a is set to NB, the frequency characteristic EL of sound in near the external ear of Listener's A left ear and the frequency characteristic ER of the sound in a right ear can express RP and the head sound transfer function from headphone 301 (301a, 301b) to Listener's A ear with (following 9) and following (10) formula for it, respectively (refer to drawing 2 ).

$$EL=LP \times NB \dots (9)$$

$$ER=RP \times NB \dots (10)$$

(Following 11) and following (12) formula can be obtained about the frequency characteristic LP of the sound outputted by the above (1) and (2) formulas, and the above (9) and (10) formulas by headphone 301a, and the frequency characteristic RP of the sound outputted by headphone 301b (refer to drawing 2 ).

$$LP=VS \times HL/NB \dots (11)$$

$$RP=VS \times HR/NB \dots (12)$$

(Following 13) and following (14) formula can be obtained about the frequency characteristic LS of the sound outputted by the above (7) and (8) formulas, and the above (11) and (12) formulas by loudspeaker 201a, and the frequency characteristic RS of the sound outputted by loudspeaker 201b (refer to drawing 1 and drawing 2 ).

$$LS=[(NB/GN)/(1-(GF/GN)^2)] \times [LP - (GF/GN) \times RP] \dots (13)$$

$$RS=[(NB/GN)/(1-(GF/GN)^2)] \times [RP - (GF/GN) \times LP] \dots (14)$$

Thus, the frequency characteristic VS of the sound outputted by the virtual source 210 is set up. Processing using the above-mentioned (11) – (14) formula is performed to the correspondence number of the frequency characteristic VS. The correspondence number of the frequency characteristics LS and RS is obtained, and it becomes possible to generate a virtual source 210, without generating most cross talks by outputting the sound based on the correspondence number of the obtained frequency characteristics LS and RS from loudspeaker 201a and loudspeaker 201b, respectively.

[0038] Drawing 3 is explanatory drawing in order to explain explanatory drawing about a virtual source, i.e., process in which processing mentioned above is performed. The correspondence number or sound data (frequency characteristic : LP, RP) outputted by headphone 301 can be obtained by preparing beforehand the correspondence number or sound data used as the sound (frequency characteristic : VS) made to output by the virtual source 210, and processing this correspondence number using the filter 401 obtained by the above (11) and (12). Usually, this processing is called binaural conversion. Next, the correspondence number or sound data (frequency characteristic : LS, RS) made to generate the sound outputted by the loudspeaker 201 can be obtained by processing the obtained correspondence number or sound data (frequency characteristic : LP, RP) using the filters 402 and 403 obtained by the above (13) and (14).

[0039] Thus, while outputting the sound of the frequency characteristic LS by loudspeaker 201a based on the obtained correspondence number or sound data, Listener A senses that sound is outputted from the virtual source 210 generated in the right rear side, in spite of outputting sound from the loudspeaker 201 by outputting the sound of the frequency characteristic RS by loudspeaker 201b. In addition, what is necessary is just to prepare the filters 401-403 corresponding to

the movement, in order to move the above-mentioned virtual source. moreover, change of the sound which reaches both the ears of the above-mentioned listener according to the movement in consideration of a listener's head moving a little etc. – an amendment — you may prepare the filter which can do things

[0040] In this invention, you may decide to perform the above (5) and processing using (6) to the sound data memorized by the storages (for example, ROM etc.) of the game inside of a plane, or the correspondence number inputted into a loudspeaker, and may decide to perform processing using above-mentioned (11) – (14). Moreover, you may store in the storages (for example, ROM etc.) of the game inside of a plane beforehand the sound data which performed these processings. Moreover, as a loudspeaker which can be used in case a virtual source is generated by method which was mentioned above, a well-known loudspeaker, for example, a cone speaker, a horn loudspeaker, a dome loudspeaker, a capacitor loudspeaker, a ribbon type loudspeaker, an ion type loudspeaker, etc. can be mentioned conventionally.

[0041] A “parametric loudspeaker” is a loudspeaker which sound (acoustic wave of a audio range) to tell a game person is put and outputted [ loudspeaker ] to a strong directive ultrasonic wave, and centralizes sound on a predetermined part like a spotlight, and it is the loudspeaker which generates sound to tell a game person by carrying out self-detection of the outputted ultrasonic wave using the nonlinear interaction of an acoustic wave. In addition, as for a loudspeaker, in the game machine of this invention, it is desirable that it is a parametric loudspeaker. It is because it can concentrate on a game in comfort, without carrying out a shameful thought even if it is the case where a reach state did not occur or a great success state does not occur after a preliminary announcement character picture is displayed, as mentioned above.

[0042] Hereafter, the above-mentioned parametric loudspeaker is explained using drawing 4 . Drawing 4 (a) is explanatory drawing about a parametric loudspeaker, and drawing 4 (b) is drawing showing typically the frequency spectrum of the nonlinear interaction by the sine wave. Moreover, (c) is drawing showing typically the frequency spectrum of the nonlinear interaction by the amplitude modulation wave. As shown in drawing 4 (a), the case where the ultrasonic wave of frequency  $f_1$  and the ultrasonic wave (however,  $f_2 > f_1$ ) of frequency  $f_2$  which are a primary acoustic wave are outputted from the parametric loudspeaker 500 is considered. The frequency spectrum which shows the nonlinear interaction of the sine waves in such a situation comes to be shown in drawing 4 (b). That is, when the ultrasonic wave of frequency  $f_1$  and the ultrasonic wave of frequency  $f_2$  which are a primary acoustic wave carry out nonlinear interference, the sound (chord) of the frequency  $(f_2 + f_1)$  which is a secondary acoustic wave, and the sound (difference tone) of frequency  $(f_2 - f_1)$  are generated (refer to drawing 4 (a) and (b)). If the ultrasonic wave of frequency  $f_1$  and the ultrasonic wave of frequency  $f_2$  are outputted from the parametric loudspeaker 500, in a audio range, the sound of frequency  $(f_2 - f_1)$  is

generable, so that frequency ( $f_2 - f_1$ ) may turn into frequency of a audio range at this time. Moreover, like an ultrasonic wave, since directivity is strong, the sound of the frequency ( $f_2 - f_1$ ) generated as mentioned above becomes possible to centralize sound on a predetermined part like a spotlight. However, usually, as a parametric loudspeaker is shown in drawing 4 (a) and (b), the ultrasonic wave of different frequency is hardly outputted and it outputs the amplitude modulation wave which is made to modulate the subcarrier of an ultrasonic wave by the modulating signal of a audio range, and is usually obtained.

[0043] Next, the case where an amplitude modulation wave is outputted from a parametric loudspeaker is explained using drawing 4 (c). Usually, the amplitude modulation wave (modulated wave) 501 which is made to modulate a subcarrier by the modulating signal and is obtained contains subcarrier 501a, top wave (upper sideband) 501b, and bottom wave (lower sideband) 501c, as shown in drawing 4 (c). If this amplitude modulation wave 501 receives the nonlinear interaction of an acoustic wave, while subcarrier 501a and top wave 501b will carry out nonlinear interference, subcarrier 501a and bottom wave 501c carry out nonlinear interference.

Consequently, the modulated wave 502 which is a secondary acoustic wave equivalent to the above-mentioned modulating signal is generable. That is, self-detection of the amplitude modulation wave 501 can be carried out using the nonlinear interaction of an acoustic wave. In this case, since the above-mentioned modulating signal is outputted as a modulated wave 502 which is a secondary acoustic wave as it is, if it chooses the correspondence number of the audio range used as voice, a sound effect, etc. as the above-mentioned modulating signal and chooses an ultrasonic wave as it at the above-mentioned subcarrier, it will become possible to centralize sound on a predetermined part like a spotlight.

[0044] the sound outputted by this parametric loudspeaker in the game machine of this invention equipped with the parametric loudspeaker mentioned above — the nonlinear interaction of an acoustic wave — \*\*\*\* — only in the field to which the part which a secondary acoustic wave generates, and this secondary acoustic wave are transmitted by things, a game person can hear the sound outputted by this parametric loudspeaker. At this time, the part which a secondary acoustic wave generates serves as a sound source of the imagination which exists in a different position from the above-mentioned parametric loudspeaker, \*\*\*\*\*, and a virtual source. In addition, it does in this way and, as for the virtual source which made it generate, it is possible by enabling it to change the sense of the above-mentioned parametric loudspeaker etc. to make it move.

[0045]

[Embodiments of the Invention] The example of this invention is explained based on a drawing. In addition, below is equipped with two loudspeakers (loudspeaker which is not a parametric loudspeaker), and suppose that the game machine of this invention which can output the sound which the effect of a binaural sound makes by this loudspeaker is explained. In addition, the above-mentioned game machine shall have

memorized the sound data to which processing was beforehand performed by the method mentioned above. Of course, the game machine of this invention is not limited to such a game machine. Drawing 5 is the front view showing the game machine of this invention typically. In addition, in the example explained below, the case where this invention is applied to pachinko game equipment is shown as a suitable example of the game machine concerning this invention.

[0046] The discharge handle 26 and \*\* which were prepared in the right-hand side of the main part frame 12, the game board 14 included in the main part frame 12, the window frame 16 of the main part frame 12 prepared in the front face of the game board 14, the upper pan 20 and the lower pan 22 prepared in the front face of the main part frame 12 with the window frame 16 down side, and the lower pan 22 are arranged at pachinko game equipment 10. Moreover, two or more obstacle nails (not shown) are driven into the front face of the game board 14. In addition, it does not consider as composition which drives in a nail, but the game board 14 is fabricated for a resin material, it is good also as composition implanted so that a metal rod-like structure may be projected in the game board 14 of this resin material at the front of the game board 14, and this invention can be applied also to pachinko game equipment 10 (party contest machine) which was mentioned above. In addition, in this specification, it is a concept also containing a party contest machine in pachinko game equipment 10.

[0047] Furthermore, the discharge handle 26 is formed free [ rotation ] to the main part frame 12, and the game person can advance the pachinko game by operating the discharge handle 26. The discharge motor 28 is formed in the background of the discharge handle 26. When rotation operation of the discharge handle 26 is done by the game person in the direction of a clockwise rotation, power is supplied to the discharge motor 28 and the game sphere stored by the upper pan 20 is discharged one by one by the game board 14.

[0048] The discharged game sphere is guided at the guide rail 30 prepared on the game board 14, moves to the upper part of the game board 14, and after that, changing the travelling direction by the collision with two or more obstacle nails mentioned above, the game board 14 goes caudad and it falls. Moreover, the loudspeaker 46 (46a, 46b) is arranged, and pachinko game equipment 10 is constituted by the lower pan 22 bottom so that the sound which the effect of a binaural sound makes can be outputted by the loudspeaker 46.

[0049] Drawing 6 is the expansion front view showing the game board 14 typically. In addition, the same sign was given to the component shown in drawing 5 mentioned above, and the corresponding component. Moreover, drawing 6 showed what was omitted about the obstacle nail mentioned above. The display 32 which is the display which is mentioned later is formed in the center of abbreviation of the front face of the game board 14. Display 52 is formed in the center of the upper part of this display 32. This display 52 consists of for example, 7 segment drops, and an adjustable indication of the common pattern which is display information is given so

that change and a halt may be repeated. The sphere passage detectors 55a and 55b are formed in the flank of right and left of display 32. This sphere passage detector 55a or 55b usually suspends the change display of a pattern, after the change display of a pattern is usually started and predetermined carries out time progress in the display 52 mentioned above, when it detects that the game sphere passed through the near. Usually, a pattern is this information that consists of a number, a sign, etc., for example, are signs, such as numbers from "0" to "9", and "\*." When a pattern usually turns into this predetermined pattern, "7", it stops and it is displayed, [ for example, ] Current is supplied to the solenoid 57 (not shown) for driving the movable pieces 58a and 58b prepared in the both sides of right and left of the starting mouth 44 mentioned later, the movable pieces 58a and 58b are driven so that a game sphere may tend to go into the starting mouth 44 and may become it, and the starting mouth 44 is made to be in an open state. In addition, when predetermined time passes after making the starting mouth 44 into an open state, a movable piece is driven, and a game sphere cannot enter easily and it is made to become by making the starting mouth 44 into a synthesis state.

[0050] Four hold lamps 34a-34d are formed in the both sides of right and left of the display 52 mentioned above. Furthermore, the general winning-a-prize mouth 50 is formed in the upper part of display 52. Moreover, the winning-a-prize mouth 38 of a game sphere is formed in the lower part of the game board 14. Near this winning-a-prize mouth 38, the shutter 40 is formed free [ opening and closing ]. When an adjustable display game changes into a great success state, a shutter 40 is driven by the solenoid 48 (not shown) so that it may be in an open state. The general winning-a-prize mouths 54a and 54b are formed in the both sides of right and left of the display 32 mentioned above. Furthermore, the general winning-a-prize mouths 54c and 54d are formed in the both sides of right and left of the display 32 lower part. Moreover, the winning-a-prize mouths 56a and 56b are specially formed in the edge of right and left of the game board 14, and the winning-a-prize mouths 56c and 56d are specially formed in the both sides of right and left of the winning-a-prize mouth 38.

[0051] Moreover, the starting mouth 44 which has the sphere detection sensor 42 used as the opportunity which shifts to a change display state in the plurality which the adjustable display game mentioned later is started and is displayed on display 32, for example, the pattern which are three identification information, is formed. The winning-a-prize mouth 38 mentioned above, the starting mouth 44, the general winning-a-prize mouths 54a-54d, and when a game sphere wins specially a prize of the winning-a-prize mouths 56a-56d, it is made as [ pay / the lower pan 22 / a number of game spheres beforehand set up according to the kind of winning-a-prize mouth ]. The rolling flare-part material 60a and 60b for guiding the path of a game sphere in the predetermined direction is also formed in the both sides of right and left of display 32 further again. Moreover, the ornament lamps 36a and 36b are formed in the outside upper left-hand side and outside upper right-hand side of the

game board 14. In addition, even if the portion which displays the production picture later mentioned in the display 32 mentioned above consists of a liquid crystal display panel, it may consist of the Braun tube. Moreover, in the game board 14 of the pachinko game equipment 10 which is a game machine, although it showed the case where it was prepared in the front center of abbreviation, if display 32 is a position which a game person can see, it is good in the example mentioned above, also as forming display 32 in the position of what of a game machine.

[0052] Furthermore, this invention is applicable also in pachislot game equipment. Moreover, the thing equipped with the liquid crystal screen other than a pattern display means to display a pattern also tends to exist, the same game production screen as pachinko game equipment is made to display in the liquid crystal screen, and it is going to raise idea nature in recent years. Since the sound which reports that the great success state is approaching is synchronized with a production picture and can be outputted when applying this invention in the pachislot game equipment which has such a liquid crystal screen, still higher interest nature is applicable with a game person.

[0053] Drawing 7 is the block diagram showing the control circuit of the pachinko game equipment which is the example of this invention. The discharge handle 26 mentioned above is connected to the interface-circuitry group 62 of a control circuit 60, and the interface-circuitry group 62 is connected to the input/output bus 64. After the angle signal which shows the rotation angle of the discharge handle 26 is changed into a predetermined signal by the interface-circuitry group 62, it is supplied to an input/output bus 64. The input/output bus 64 is made as [ input / output and / a data signal or an address signal / by the central-process circuit (CPU is called hereafter) 66 ]. Moreover, the sphere detection sensor 42 is also connected to the interface-circuitry group 62 mentioned above, and when a game sphere passes the starting mouth 44, the sphere detection sensor 42 supplies a detecting signal to the interface-circuitry group 62. Furthermore, the sphere passage detector 55 is also connected to the interface-circuitry group 62, and the sphere passage detector 55 supplies a detecting signal to the interface-circuitry group 62, when it detects that the game sphere passed through the near.

[0054] ROM (read-only memory)68 and RAM (random access memory)70 are connected to the input/output bus 64 mentioned above. ROM68 memorizes the control program which controls the flow of the whole game of pachinko game equipment. Furthermore, in case an adjustable display game is performed in display 32, ROM68 The preliminary announcement character picture which announces beforehand the image data of a change display or the change pattern by which it is indicated by halt, the reliability of reach, and/or the reliability of great success, The character image data which consists of a dynamic body object displayed as a production screen, the background-image data which constitute the background of display 32, and animation image image data are memorized. The initial data for performing a control program, the program which controls the blink operation pattern



of the ornament lamp 36 are memorized. ROM68 memorizes the sound data used as BGM, a sound effect, voice, etc. further. In addition, the sound data which ROM68 memorizes may be used as the sound data which do not necessarily need to be sound data made to generate the sound which the effect of a binaural sound makes, and are made to generate the sound from which the effect of a binaural sound does not produce a part or all.

[0055] Moreover, as for the sound data made to generate the sound which the effect of the above-mentioned binaural sound makes, it is desirable that it is sound data used as the sound which generates a virtual source. Furthermore, when the sound data with which ROM68 serves as sound which generates a virtual source are memorized, as for the sound data used as the sound which generates the above-mentioned virtual source, it is desirable that it is sound data made to generate the voice of the preliminary announcement character shown as the above-mentioned preliminary announcement character picture.

[0056] When indicating the pattern by change in display 32, in case the pattern image data mentioned above indicates by halt, it is used, and it contains the image data according to various display modes, for example, the expanded picture, the reduced picture, the picture which deformed. Moreover, the character image data and background-image data which consist of a dynamic body object mentioned above, and animation image image data are for displaying on display 32 by making into a screen picture a dynamic image, static picture images, or these pictures that were combined, as a game is directed. Furthermore, the character image data which consists of a dynamic body object mentioned above contains the image data corresponding to each of operation that operation of a character should be displayed.

[0057] Moreover, RAM70 memorizes the value of the flag used by the program mentioned above, or a variable. For example, the accumulation reach data, the number of accumulation change, and the number of times of accumulation great success which show the history of the result of an operation by new input data and new CPU66 or a game are memorized. By calling and performing a predetermined program, CPU66 which is a control section performs data processing, and controls transmission and others by making into a correspondence number the character image data and background-image data which consist of a dynamic body object based on the result of this data processing, animation image image data, change pattern image data, and sound data. In addition, although not illustrated, DSP mentioned above decides to be contained in CPU66. Moreover, CPU66 reads the image data of the change pattern which is the identification information mentioned above, and it controls, or it controls it so that a halt indication of the mutual combination state of the pattern which are two or more identification information is given to predetermined timing in display 32 so that a change indication of the pattern is given in display 32.

[0058] Furthermore, the interface-circuitry group 72 is also connected to the input/output bus 64. Display 32, a loudspeaker 46 (46a, 46b), the discharge motor 28,

the solenoid 48, the hold lamp 34, and the ornament lamp 36 are connected to the interface-circuitry group 72, and the interface-circuitry group 72 supplies a driving signal and drive power to it that each of the equipment mentioned above according to the result of data processing in CPU66 should be controlled.

[0059] The screen picture of the display 32 which is a display consists of a production picture as which the discernment picture as which a change pattern is displayed, and a production screen are displayed, and is displayed as one picture by piling up these two pictures by control of CPU66, and compounding. Thus, especially, by making a production picture into a background, the scene which piles up and compounds two or more pictures, for example, a pattern picture and a production picture, and on which a pattern is changed can be directed, and a colorful display gestalt becomes possible at a twist.

[0060] It is for carrying out the opening-and-closing drive of the \*\*\*\* shutter 40 mentioned above, and a solenoid 48 shows the number of times from which the combination of the pattern displayed on display 32 became effective, and the ornament lamp 36 blinks or turns on the hold lamp 34 for it to show a game person that, when it becomes a time of a game being becoming it a great success, and reach. A control section consists of CPUs66 mentioned above, a display consists of display 32, and a game machine consists of pachinko game equipment 10. The variable used for below in CPU66 which had started pachinko game equipment 10 and was mentioned above shall be initialized by the predetermined value, and shall carry out regular operation. Moreover, about sound other than the sound which reports generating of a great success state, although explanation is omitted, suppose that BGM, a sound effect, voice, etc. are outputted suitably according to a game situation.

[0061] Drawing 8 is a flow chart which shows the sub routine which detects the game sphere performed in the control circuit 60 mentioned above. In addition, this sub routine is called and performed to predetermined timing from the control program which controls the pachinko game of the pachinko game equipment 10 currently performed beforehand. First, it detects whether it is the no by which the game sphere went into the winning-a-prize mouth (Step S11). This winning-a-prize mouth is the general winning-a-prize mouth 50, 54a-54d, and the special winning-a-prize mouths 56a-56d in the example shown in drawing 6 mentioned above, for example. In Step S11, when it judges that the game sphere went into the winning-a-prize mouth, processing which pays out a number of game spheres beforehand defined according to the kind of winning-a-prize mouth is performed (Step S12). Next, it judges whether the game sphere went into the starting mouth (Step S13). This starting is the starting mouth 44 in the example shown in drawing 6 mentioned above, for example. In this step S13, when it judges that the game sphere went into the starting mouth, the first adjustable display game mentioned later is performed (Step S14).

[0062] Furthermore, it judges whether the game sphere passed the sphere passage

detector (Step S15). This sphere passage detector is the sphere passage detectors 55a and 55b in the example shown in drawing 6 mentioned above, for example. In this step S15, when a sphere passage detector is judged that the game sphere passed, as mentioned above, processing which usually indicates the pattern by change in display 52 is performed (Step S16). In addition, as mentioned above, when are indicated by change and it becomes [ at which the pattern usually stopped ] a predetermined pattern, a game sphere tends to go into the starting mouth 44, and it is made to become it, as the movable pieces 58a and 58b are driven and it will be in an open state about the starting mouth 44.

[0063] Next, the adjustable display game in this invention is concretely explained using a drawing. Drawing 9 is a flow chart which shows the sub routine which performs adjustable display game processing called and performed in Step S14 mentioned above. By calling this sub routine, the fixed screen currently displayed in display 32 is usually changed to a screen, and an adjustable display game is started. An adjustable display game is a game which imitated the game made in a slot machine here. After displaying two or more patterns which are two or more identification information on display 32 and displaying that the each is changed, When the combination of the pattern when these patterns displaying that it stops one by one to predetermined timing, and stopping all the patterns turns into a predetermined combination It is a game for shifting a pachinko game to a state advantageous to a game person, for example, a great success state, and is the game performed considering this change display and a halt display as one distance.

[0064] For example, as one group of the pattern which consists of "1", "2", —, 12 numbers that consist of "12", these 12 patterns are displayed on display 32 one by one, and it is displayed that the pattern itself changes, displaying that the pattern moves. For example, in display 32, after displaying that "1" of a pattern scrolls down to the upper shell of display 32, it displays that "2" of a pattern is scrolled from a top to the bottom, and it is displayed that "3" of a pattern is continuously scrolled to the bottom of an upper shell similarly. After displaying "from 1" to "12" of a pattern in such a mode, it displays that "1" of a pattern is scrolled again, and the same display is repeated successively. [ of a pattern ] By displaying a pattern like a display 32 smell lever, while a pattern is scrolled from "2" to "3" from "1" to "2", a pattern will be displayed to change one by one to "12", and next, "1" will be displayed again. Thus, the mode which displays a pattern that the pattern itself changes one by one is called change display, moving the position of one pattern. Moreover, the mode which is made to stop a certain pattern and is displayed is called halt display. In addition, the pattern displayed in case the pattern belonging to one group is displayed on display 32 is good also as not being restricted only to one pattern belonging to a group, and displaying simultaneously plurality, for example, 2-3 patterns. For example, while indicating the pattern "5" by change at display 32, a part or the whole of a pattern "4" is indicated by change under the pattern "5", and it is good above a pattern "5" also as indicating a part or the whole of a pattern "6"

by change. In addition, the group of the pattern mentioned above is a concept corresponding to the group of the pattern displayed on one reel used in a slot machine.

[0065] Furthermore, when an adjustable display game is performed in display 32, the pattern belonging to each of two or more groups is displayed. For example, when displaying each of the pattern belonging to three groups on a longitudinal direction, the pattern belonging to one group is displayed on the left-hand side of display 32, the pattern belonging to other groups is displayed in the center of display 32, and the pattern belonging to the remaining groups is displayed on the right-hand side of display 32. Thus, by displaying the pattern which is identification information, two or more identification information will be displayed on the display 32 which is a display. For example, so that only one pattern in the pattern belonging to one group may always be displayed, when indicating by change, one pattern will be displayed on display 32 by three patterns, i.e., left-hand side, one pattern will be displayed in the center, and one pattern will be displayed on right-hand side. moreover — displaying the pattern which the number of the groups at the time of an adjustable display game being performed is not restricted to three, and belongs to two or more groups other than three on display 32 — also carrying out — it is good

[0066] As mentioned above, two or more patterns, i.e., two or more identification information, will be displayed on the display 32 which is a display by displaying a pattern in this way. Furthermore, when we decided to display that it is good also as displaying two or more patterns about the pattern belonging to one group as mentioned above, for example, the two patterns belonging to one group are simultaneously indicated by change and it displays about three groups, a change indication of a total of six patterns will be given at display 32. When all the patterns by which it was indicated by change are indicated by halt to predetermined timing after indicating the pattern belonging to two or more groups by change, the combination of these patterns agrees about a predetermined combination, and it shifts to the state where a pachinko game becomes advantageous to a game person noting that an adjustable display game wins great success, when indicated by halt. For example, when displaying the pattern belonging to three groups on display 32 When a halt indication of the pattern belonging to one group is given by "7" and a halt indication also of the pattern belonging to other groups and the pattern which it is indicated by halt by "7" and belongs to the remaining groups is given by "7" The combination of a pattern is combination "7"—"7 predetermined". — It agrees in "7", and it shifts to the state where a pachinko game becomes advantageous to a game person noting that an adjustable display game wins great success. It is made easy to open wide the shutter 40 of the winning-a-prize mouth 38 which supplies current to the solenoid 48 mentioned above, and is prepared in the front face of the game board 14, and to go a game sphere into the winning-a-prize mouth 38, when it shifts to the state where it is becoming it a great success, and becomes advantageous to a game person.

[0067] Moreover, when this adjustable display game is performed, the production screen by the background image, the character picture, etc. is also displayed on display 32. In addition, the production screen which will be displayed on display 32 by the time a screen results when an adjustable display game is becoming it a great success after a change indication of the pattern which was mentioned above, and which an adjustable display game is started in display 32, and is displayed on display 32 is given is usually said. Moreover, when the adjustable display game by which the fixed screen mentioned above is performed in display 32 is not performed but only the pachinko game is advancing in pachinko game equipment 10, and/or when the pachinko game is not advancing, the screen displayed on display 32 is said.

[0068] A start of the adjustable display game mentioned above performs internal lottery processing by data processing of CPU66 first (Step S200). This internal lottery processing performs processing (Step S 200-2) which determines when great success is generated, when it determines whether generate great success (Step S 200-1) and it is determined that it will generate great success. Furthermore, processing which defines beforehand the combination of the pattern when indicating all the patterns belonging to two or more groups by which it was indicated by change by halt according to the above-mentioned determination, and deciding a pattern is performed (Step S 200-3). CPU66 performs processing with the change display of a pattern, and a halt display so that it may mention later, and a halt indication of the pattern may be given in the combination of the pattern defined by internal lottery processing. With in addition, the processing which determines whether generate the great success in the above-mentioned step S200-1 It is a thing also including whether it carries out to the kind of great success, for example, ordinary great success, or it considers as probability change great success, and a lottery. Moreover, the processing which determines by the lottery when consider henceforth great success is generated as great success in the above-mentioned step 200-2 at the time of a what time adjustable display game by counting the processing for which it opts from the adjustable display game of the time is said. When once generating great success is determined, this determination is maintained until great success occurs based on the result of when to generate great success. Moreover, it is controlled by counting an adjustable display game by the control program which ROM68 was made to memorize for example, and the timing (at the time of an adjustable display game) which generates great success is judged after the determination of when to generate great success performed based on the determination which generates great success was also once determined until great success occurs and great success generates based on the determination.

[0069] Furthermore, CPU66 performs processing which determines whether display a preliminary announcement character picture by the above-mentioned internal lottery processing (Step S 200-4). Next, the screen configuration information of the selected background image is generated by RAM70 (Step S201). That is, after the above-mentioned internal lottery processing is performed, according to the result of

internal lottery processing, the advance situation of an adjustable display game, etc., the control program which chooses a background image is called and performed from ROM68 by CPU66.

[0070] Next, the screen configuration information of the background image chosen by CPU66 based on the result by which it might perform is generated by RAM70 by CPU66 at any time. Especially as the above-mentioned background image, although not limited, as shown in drawing 11 and drawing 12, the picture which shows the sitting room of a Japanese style is mentioned, for example. Such a picture is suitably chosen by CPU based on the advance situation of an adjustable display game, and the result of the above-mentioned internal lottery processing. Next, the screen configuration information of the character picture which consists of a selected animal object is generated by RAM70 (Step S202). That is, based on the execution result of the above-mentioned control program, the screen configuration information of the character picture chosen by CPU66 is generated by RAM70.

[0071] Movement can be given and displayed on a character picture by controlling so that the head position of a character picture shifts by predetermined movement magnitude with the period (frame span) of the fixed interval for every grade for  $1/30$  seconds at this time, for example,  $60\ 1/\text{seconds}$ . In addition, about the picture which shows a character, it does not always necessarily need to be displayed on display.

[0072] In this invention, especially as a character picture, it is not limited, and when the picture which shows the sitting room of a Japanese style is displayed as shown in drawing 11 and drawing 12 as a background image for example, the picture which shows the father of a pig, the mother of a pig, and the child of a pig can be mentioned. In addition, the especially number of character pictures, i.e., the number of characters, may not be limited, it may be the singular number, and may be plural. It is possible to set up according to the tale developed in a production picture.

[0073] Subsequently, the screen configuration information of the change pattern which is identification information is generated by RAM70 by CPU66 based on the execution result of the above-mentioned control program (Step S203). The screen configuration information of the picture used as each pattern which constitutes the above-mentioned change pattern It is based on the control program mentioned above. by CPU66 for example,  $1/60$  seconds, and the period (frame span) of the fixed interval for every 30-second grade The change display of a change pattern can be performed by controlling the picture which it is made to shift by predetermined movement magnitude, and serves as each change pattern in the head position of screen configuration information about the picture used as the change pattern which has the same identification information to generate one by one in predetermined sequence.

[0074] Furthermore, since the fluctuation velocity of a change pattern is controllable by adjusting a frame span, the head position of read-out of screen configuration information, etc., in a background image, it is also possible to smooth change of a

change pattern and to aim at fusion for a background image and a change pattern according to the tale developed. In addition, it is possible to also make ROM68 display that the configuration of this change pattern changes with time during a change display by making two or more image data used as a different configuration memorize, reading from CPU66 at any time, and transmitting to display 32 about the same change pattern.

[0075] Next, it judges whether it is the timing which displays a preliminary announcement character picture (Step S204). In addition, a judgment whether it is the timing which displays a preliminary announcement character picture can be made by the means shown below. Namely, the production picture beforehand displayed just before displaying a preliminary announcement character picture When a frame number until this production picture is displayed, and the frame number which measures time etc. and was measured are displayed about (for example, a background image, a character picture), etc., Or when the measured time passes, in Step S204, it can carry out by making ROM68 memorize the control program judged to be the timing which displays a preliminary announcement character picture.

[0076] In addition, when not generating great success is determined by internal lottery processing in Step S200, and when not displaying a preliminary announcement character picture is determined, in Step S204, it is judged that CPU66 is not the timing which displays a preliminary announcement character picture. In Step S204, when it is judged that it is the timing which displays a preliminary announcement character picture, the preliminary announcement character picture to display is chosen and the screen configuration information of the selected preliminary announcement character picture is generated by RAM70 (Step S205). That is, based on the execution result of the above-mentioned control program, the screen configuration information of the preliminary announcement character picture chosen by CPU66 is generated by RAM70.

[0077] Movement can be given and displayed on a preliminary announcement character picture by controlling so that the head position of a preliminary announcement character picture shifts by predetermined movement magnitude with the period (frame span) of the fixed interval for every grade for  $1 / 30$  seconds at this time, for example,  $60 \frac{1}{\text{seconds}}$ . Although especially the above-mentioned preliminary announcement character picture is not limited, it is desirable for the character picture mentioned above to be a different picture. It is because it can make it recognize certainly to a game person that the preliminary announcement character picture was displayed. In addition, in selection of the preliminary announcement character picture in Step S205, the screen configuration information which specifies only a preliminary announcement character and is no displaying may be generated. By choosing the preliminary announcement character picture which is not displayed [ this ], it is because only the voice of the preliminary announcement character chosen in selection of the sound data of Step S206 mentioned later can be outputted.

[0078] The girl of a pig etc. can be mentioned, when the picture which shows the sitting room of a Japanese style is displayed and the picture which shows the father of a pig, the mother of a pig, and the child of a pig is displayed as a character picture, for example as a background image as the above-mentioned preliminary announcement character picture, as shown in drawing 11 and drawing 12. In addition, the especially number of preliminary announcement character pictures, i.e., the number of preliminary announcement characters, may not be limited, it may be the singular number, and may be plural. It is possible to set up according to the tale developed in a production picture.

[0079] Next, the sound data corresponding to the preliminary announcement character picture chosen in the determination and Step S205 in step S200-2 are chosen (Step S206). that is, CPU66 corresponds to the preliminary announcement character picture which was memorized by ROM68 and which was chosen from the sound data made to generate the sound which the effect of a binaural sound makes at Step S205 according to the result of step S200-2 — sound data are chosen and read and a correspondence number is generated from these sound data for example, when generating great success at the time of the adjustable display game of 3 times after is determined by step S200-2 While it applies to the adjustable display game 3 times after this time and a part or all of a change pattern is indicating by change When the sound data of an image with which great success approaches gradually, for example, the delivery man who mentions later, deliver At the time of this adjustable display game, at the time of the game of “\*\* with which I go”, and next time “TOKOTOKO”, the time of the game of 2 times after — the time of the game of after (“TOKOTOKOTOKOTOKO” and 3 times) —

“TOKOTOKOTOKOTOKOTOKOTOKO ... keep him waiting — ” — as — the sound of the image which a delivery man approaches gradually The sound data equivalent to outputting raising volume and changing it if needed, are chosen one by one at the time of each game. In addition, as mentioned above, when not generating great success in step S200-1 is determined, it is judged that it is not the timing which displays a preliminary announcement character at Step S204, and it progresses to selection of the sound data of Step S206 further, and it is set up so that silent data may be chosen there.

[0080] Moreover, when generating great success in step S200-1 is determined and not displaying a preliminary announcement character picture by step S200-4 is determined, it will be supposed that it is not the timing displayed at Step S204, and the sound data which announce great success beforehand in Step S206 will be chosen. When processing of Step S206 is performed next, it judges whether it is the timing which indicates the one change pattern by halt (Step S207). That is, it judges whether it is the timing which indicates by halt the pattern which belongs to one group among plurality, for example, three groups.

[0081] When a change pattern is judged to be the timing which indicates by halt, a change pattern picture is chosen by CPU66 in the mode which indicates the one



change pattern by halt, and the screen configuration information of this change pattern picture is generated by RAM70 by it (Step S208). Subsequently, based on Steps S201-S203 and the screen configuration information generated in S205 and S208, each image data corresponding to the above-mentioned screen configuration information is read from ROM68 by CPU66. Then, after considering as the image data displayed on display 32, while being transmitted and displayed on display 32 by the priority as which it is displayed in the above-mentioned screen configuration information, and the information about a position etc., the correspondence number generated in Step S206 is transmitted to a loudspeaker, and it is outputted by them from a loudspeaker (Step S210). In addition, when displaying a preliminary announcement character picture, it is made to synchronize with this display and sound is outputted.

[0082] As for the sound which the effect of the binaural sound outputted by the above-mentioned loudspeaker makes, at this time, it is desirable that it is the sound which generates a virtual source. For example, it is because presence can be further raised while fully being able to give admiration excitedly to a game person, since it can report becoming it a great success or it makes it sound approach gradually close to his ears [ of a game person ] or great success is approaching using more unique and new methods, such as making it sound turn around a game person round and round etc. As for the sound which reports that great success is approaching, in this invention, it is desirable that it is the voice of the preliminary announcement character picture shown as the above-mentioned preliminary announcement character picture. By defining the probability (reliability) in which there is voice which changes with preliminary announcement character pictures and which serves as a kind of great success, or probability change great success, a game person if the above-mentioned sound is heard, ordinary great success will come — since [ or ] it can predict what great successes [ that probability change great success comes etc. and ] come — a game person, while being able to raise admiration and the degree of excitement excitedly It is because the hope about the whereabouts of a game and the degree of excitement can be raised by leaps and bounds.

[0083] Moreover, although carried out for the great success preliminary announcement character picture as a preliminary announcement character picture with the gestalt of this operation In this invention, you may establish a reach preliminary announcement character picture separately. by for example, internal lottery processing of TEPPU S200 The necessity of a display of a reach preliminary announcement character picture is determined. The timing of a display before Step S204, If a reach preliminary announcement character picture chooses, the step of generation and selection of sound data of screen configuration information is added and a reach preliminary announcement character picture is displayed with sound, versatility of a display can be planned and stage effects can be improved further. In addition, it is desirable to direct the sound in which there is sound from which the effect of a binaural sound makes the sound synchronized with a great success

preliminary announcement character picture at this time, especially sound which generates a virtual source and which is synchronized with a reach preliminary announcement character picture to different sound as sound with ordinary monophonic recording, stereo sound, etc. It is for a game person to make it hard to take that great success is approaching.

[0084] Processing of Steps S201-S209 mentioned above is repeatedly performed until it is judged that a halt indication of all the patterns that belong to two or more groups in Step S210 mentioned later was given. Thus, by repeating and performing processing, it can be displayed that the pattern can be indicated by change so that it may scroll in a predetermined mode, and a character picture and a preliminary announcement character picture also carry out predetermined operation. After performing processing of Step S209, it judges whether a halt indication of all the patterns belonging to two or more groups was given (Step S210). When it judges that a halt indication of all the patterns belonging to two or more groups is not given, processing is returned to Step S201. On the other hand, when it judges that a halt indication of all the patterns was given, this sub routine is ended.

[0085] Although sound is changed and it is made to output it gradually continuously with the gestalt of this above-mentioned operation for every time of the game of the time of the adjustable display game which great success generates from the time of the adjustable display game which determined that the sound which reports that great success is approaching will generate great success Even if it replaces with not being limited to this especially in this invention, and outputting the above-mentioned per-continuum sound and outputs sound in discontinuous, it may give up, and you may output sound regardless of an adjustable display game. Moreover, it is not necessary to also change the sound to output gradually, and it will not be limited especially if production has sensibility that great success has been approaching to a game person.

[0086] Moreover, as for beginning to output sound of a great success preliminary announcement, in this invention, it is desirable to count from the time of the adjustable display game which great success generates, and to carry out from the time of the adjustable display game of 4 - 8 times ago. It is because the purpose of this invention of making it predict etc. what great success to occur by thinking that irritation of a game person will be caused on the contrary if time after a great success preliminary announcement starts until great success occurs is too long not much, the meaning as a preliminary announcement fading if too conversely short, and giving a game person admiration and excitement excitedly fades. When the change pattern is not displayed on an identification information picture field, while replacing with the fixed screen mentioned above and displaying a preliminary announcement character picture on display 32 as a demonstration screen, it is desirable to output the voice of the preliminary announcement character shown as this preliminary announcement character picture by the loudspeaker.

[0087] A game person is because the kind of great success whether possibility that

the above-mentioned preliminary announcement character will combine what voice is uttered with the character picture shown as a preliminary announcement character picture since it can recognize beforehand, and will draw probability change great success from the voice, for example is high, or it is low can be predicted. thus, the thing to do -- a game person -- while being able to raise admiration and the degree of excitement further excitedly, further improvement in the hope about the whereabouts of a game can be aimed at In addition, the above-mentioned demonstration screen is good also as being displayed, after replacing with the above-mentioned fixed screen, always being displayed, displaying the above-mentioned fixed screen and a predetermined period's passing.

[0088] Drawing 10 is a flow chart which shows the sub routine which displays the demonstration screen for replacing with the fixed screen mentioned above and introducing a preliminary announcement character etc. In addition, this sub routine is called and performed to predetermined timing, when the fixed screen is displayed on display 32. First, the screen configuration information of the selected background image is generated by RAM70 (Step S301). That is, the control program which chooses the picture displayed as a demonstration screen is called and performed from ROM68 by CPU66. Next, the screen configuration information of the background image chosen by CPU66 based on the result by which it might perform is generated by RAM70 by CPU66 at any time. Although especially the above-mentioned background image is not limited, it is desirable that it is a different picture from the background image displayed in the adjustable display game mentioned above. It is because it can make it recognize easily that the demonstration screen is displayed to a game person. As the above-mentioned background image, as shown in drawing 12 (c), the picture which shows woods and a cottage can be mentioned, for example.

[0089] Next, the screen configuration information of the selected character picture is generated by RAM70 (Step S302). That is, based on the execution result of the above-mentioned control program, the screen configuration information of the character picture chosen by CPU66 is generated by RAM70. At this time, movement can be given and displayed on a character picture by controlling like Step S202 mentioned above. In addition, if it is the character picture which shows the same character as the character picture displayed in an adjustable display game as a character picture displayed on a demonstration screen, it will not be limited especially. Moreover, about the picture which shows a character picture, it does not necessarily need to be displayed.

[0090] Next, the screen configuration information of the selected preliminary announcement character picture is generated by RAM70 (Step S303). That is, based on the execution result of the above-mentioned control program, the screen configuration information of the preliminary announcement character picture chosen by CPU66 is generated by RAM70. At this time, movement can be given and displayed on a preliminary announcement character picture by controlling like Step

S303 mentioned above. In addition, the preliminary announcement character picture displayed on a demonstration screen will not be especially limited, if it is the preliminary announcement character picture which shows the same character as the preliminary announcement character picture displayed in an adjustable display game. [0091] Next, it judges whether it is the timing which outputs the voice of the character shown as a character picture (Step S305). When it is judged that it is the timing which outputs the voice of the above-mentioned character, the sound data made to generate the voice of this character are chosen (Step S306). That is, CPU66 chooses and reads the sound data used since the voice of the above-mentioned character is outputted from the sound data memorized by ROM68. And a correspondence number is generated from these sound data, and it transmits to a loudspeaker. Consequently, the sound based on the above-mentioned sound data will be outputted by the loudspeaker. A judgment whether it is the timing which outputs the voice of the above-mentioned character can be made by the means shown below. namely, about the production picture beforehand displayed in case the voice of a character is outputted When a frame number until the above-mentioned production picture is displayed, and the frame number which measures time etc. and was measured are displayed, Or when the measured time is passed, in Step S305, it can carry out by making ROM68 memorize the control program judged to be the timing which outputs the voice of the above-mentioned character.

[0092] In Step S305, when it is judged that it is the timing which outputs the voice of the character shown as a character picture, or when processing of Step S306 is performed, it judges whether it is the timing which outputs the voice of the preliminary announcement character shown as a preliminary announcement character picture (Step S307). When it is judged that it is the timing which outputs the voice of the above-mentioned preliminary announcement character, the sound data made to generate the voice of this preliminary announcement character are chosen (Step S308). That is, CPU66 chooses and reads the sound data used since the voice of the above-mentioned preliminary announcement character is outputted from the sound data memorized by ROM68. And a correspondence number is generated from these sound data, and it transmits to a loudspeaker. Consequently, the sound based on the above-mentioned sound data will be outputted by the loudspeaker. In addition, a judgment whether it is the timing which outputs the voice of the above-mentioned preliminary announcement character can be made using the same means as Step S305 mentioned above.

[0093] In Step S307, when it is judged that it is the timing which outputs the voice of the preliminary announcement character shown as a preliminary announcement character, or when processing of Step S308 is performed next, it judges whether the game sphere went into the starting mouth (Step S309). When it is judged that the game sphere is not contained in a starting mouth, processing is returned to Step S301. In addition, this demonstration screen manipulation routine is good also as performing, time [ the time of post-regularity when the front demonstration screen

manipulation routine was performed ], for example, after passing for 5 minutes.

[0094] On the other hand, when it is judged that the game sphere went into the starting mouth, this sub routine is ended. In addition, Step S309 is processing corresponding to Step S13 of a game sphere detection routine mentioned above. Therefore, in Step S309, when it is judged that the game sphere went into the starting mouth, the adjustable display game manipulation routine mentioned above will be performed.

[0095] Drawing 11 (a) - (c) and drawing 12 (a) - (c) is drawing showing an example of the screen picture concerning this invention typically. In addition, drawing 11 (a) - (c) and drawing 12 (a) - (b) shows an example of the screen picture displayed on display 32 in the adjustable display game, and drawing 12 (c) shows an example of the screen picture displayed on display 32, i.e., the screen picture displayed as a demonstration screen, when the adjustable display game is not performed. Drawing 11 (a) - (c) and drawing 12 (a) The tale developed in the screen picture shown in - (b) is a tale that the family of a pig asks a Chinese restaurant delivery of a rahmen, in the sitting room of a Japanese style. The picture which shows the father of the pig which is the family of a pig, the mother of a pig, and the child of a pig here, and the picture which shows the cat which is present in the sitting room of the above-mentioned Japanese style are character pictures.

[0096] In drawing 11 (a), in the identification information picture field of the screen picture bottom, a change indication of the three change patterns is given, and the picture which shows the sitting room of a Japanese style and the family's of the pig in this sitting room action is displayed as a background image in the production picture field of the top. That is, the mother of a pig telephoned the Chinese restaurant and has asked delivery of the rahmen which is the supper of tonight, on the other hand, the father of the pig which is sitting down in front of the tablecloth base is enjoying conversation with the child of a pig, reading a newspaper, and the cat is busying itself with this sitting room in the inside of sitting room further.

[0097] At this time, production which brews a busy atmosphere of an ante prandium is performed from the loudspeaker 46 of pachinko game equipment 10, for example by outputting voice, such as conversation in the telephone of the mother of a pig, and the salesclerk of a Chinese restaurant, conversation of the father of a pig, and the child of a pig, and a cry of a cat. Although the picture in which the mother of a pig cleans up or the child of a pig plays with a cat is displayed in a screen picture after the mother of a pig asks delivery to a Chinese restaurant that it mentioned above, the voice showing signs that the arrangement which decides who goes to deliver among two or more salesclerks at the above-mentioned Chinese restaurant from a loudspeaker 46 is carried out is outputted. It is disagreeable! for example, "— you — it can go — \*\* — " and "— voice, such as ", is outputted To the sound which my ton child's voice "I go" makes generate a virtual source from a loudspeaker 46, if it is decided as a result of such an arrangement that the salesclerk who goes to deliver will be my ton child of the girl of a pig, while being

outputted so that this virtual source may occur near a game person's left ear, my ton child will open the sliding door displayed on screen left-hand side, and he will appear. And my ton child opens and leaves the sliding door once displayed on screen left-hand side. Consequently, a game person is suddenly surprised that the voice "I went" was uttered close to his ears, and excitement increases.

[0098] Then, a halt indication of the three change patterns under a screen is altogether given in the state of the irregular blank which is not a predetermined combination which generates great success. And if the following adjustable display game starts, shortly, it will be outputted so that a game person may be approached to the sound which the footstep which my ton child "TOKOTOKO" delivers makes generate a virtual source similarly, and a halt indication of the change pattern will be given in the irregular state after that. Furthermore at the time of the following adjustable display game, the footstep which has approached the game person further "TOKOTOKOTOKOTOKO" is outputted, and it is

"TOKOTOKOTOKOTOKOTOKOTOKO at the time of the adjustable display game at the time of great success... Keep him waiting!! with the sound ", as shown in drawing 11 (b), my ton child opens the sliding door displayed on screen left-hand side, he appears again with \*\*\*\* and a rahmen, and places a rahmen on a tablecloth base. At this time, a halt indication of the change pattern at the lower left of a screen is given in the pattern which shows "7." In addition, the picture which shows my ton child is a preliminary announcement character picture which announces great success beforehand.

[0099] Then, in an identification information picture field, while a halt indication of the change pattern by which it is indicated by change is given, in a production picture field, the picture in which the family of a pig is eating the rahmen deliciously is displayed. And combination predetermined in the combination of the pattern of the change pattern by which it was indicated by halt as shown in drawing 11 (c) "7" - "7" - It agrees in "7", and will be in a great success state, and my ton child will do banzai with the family of the above-mentioned pig in a production picture field. On the other hand, as shown in drawing 11 (a), while the picture in which the family of a pig is waiting for delivery is displayed as a screen picture While the voice which expresses signs that two or more salesclerks are arranging at a Chinese restaurant, from a loudspeaker 46 is outputted, it sets for the above-mentioned arrangement. When the salesclerk who goes to deliver does not determine, as shown in drawing 12 (a), the picture which the pig which carried out a samurai's appearance which is not the salesclerk of the above-mentioned Chinese restaurant appears, and runs about sitting room is displayed. In addition, the picture of the pig which carried out a samurai's appearance is not a preliminary announcement character picture but a character picture.

[0100] Then, as shown in drawing 12 (b), it is enraged at delivery not coming, even if the family of the above-mentioned pig is waiting in the production picture field, and pounces on a tablecloth base at the pig which carried out appearance of

\*\*\*\*\* and the above-mentioned samurai, and the picture on which the pig which carried out the above-mentioned samurai's appearance will be pushed down is displayed. Moreover, "7" whose a change pattern is the combination of a blank pattern in an identification information picture field - "6" - It is indicated by halt by "7" and will be in a blank state.

[0101] Next, the screen picture displayed as a demonstration screen is explained using drawing 12 (c). On the demonstration screen shown in drawing 12 (c), it is the picture by which my ton child who are the family of a pig who appeared in the production picture in the adjustable display game mentioned above, and the salesclerk of a Chinese restaurant, the pig which carried out a samurai's appearance go to the cottage in woods to picnic. Moreover, only the picture which shows my ton child who is a preliminary announcement character is expanded and displayed, and the text which introduces about my ton child is displayed on the upper left of a screen. At this time, my ton child's voice is outputted from the loudspeaker.

[0102] Although the picture which shows my ton child was displayed in the example shown in drawing 11 and 12 as a preliminary announcement character picture which announces great success beforehand It is not that by which a preliminary announcement character picture is limited to one kind in this invention. It is good also as two or more kinds of preliminary announcement character pictures being displayed, for example, when the voice and a footstep are outputted with the picture which shows the pig of the cooking length of the above-mentioned Chinese restaurant, the probability that probability change great success will come may be set up more highly than my ton child's case, and may be used. In addition, probability change great success is great success that the probability used as great success becomes high, after the end of this great success state while being in a great success state.

[0103] Moreover, as mentioned above, you may use the picture which shows the pig of the apprenticeship cock of for example, the above-mentioned Chinese restaurant in addition to the picture which shows my ton child who announces great success beforehand as a reach preliminary announcement character picture which announces reach beforehand. Thus, since production which was rich in the variation by performing the preliminary announcement from which two or more kinds of preliminary announcement character pictures differ, respectively can be performed, it becomes possible to raise the interest over a game person's game. When two or more kinds of preliminary announcement character pictures are displayed, you may decide to display two or more preliminary announcement character pictures at once, and may decide to display a different preliminary announcement character picture for every adjustable display game. Furthermore, the above-mentioned preliminary announcement character picture may be displayed each time, whenever an adjustable display game is performed.

[0104] Although the picture which shows my ton child was displayed as a preliminary announcement character picture and the picture which shows the family of a pig was

displayed as a character picture in the example shown in drawing 11 and drawing 12 , as for the preliminary announcement character displayed as the above-mentioned preliminary announcement character picture, and the character displayed as the above-mentioned character picture, in this invention, it is desirable that it is the character of the common knowledge which appears in animation, a movie, etc. Moreover, when using the picture which shows the character of the common knowledge which appears in animation, a movie, etc. as the above-mentioned preliminary announcement character picture or the above-mentioned character picture, as for the sound which notifies of the display of a preliminary announcement character picture, i.e., the sound which generates a virtual source, it is desirable that it is the voice of the character of the above-mentioned common knowledge.

[0105] A game person is because it can predict easily what great success what preliminary announcement character picture is displayed even if it is not seeing the display, and is approaching if the voice of the character picture shown as this preliminary announcement character picture is outputted, since the above-mentioned preliminary announcement character recognizes what voice is uttered. thus, the thing to do -- a game person -- while being able to raise admiration further excitedly, further improvement in the hope about the whereabouts of a game can be aimed at Moreover, as shown in drawing 11 and drawing 12 , the sound which reports the preliminary announcement of great success is not limited to the voice or the footstep of a preliminary announcement character which are shown as the above-mentioned preliminary announcement character picture. From outside the tale developed in a production picture like narration "here "" which my ton child leaves for delivery" -- it is where -- it is where --" path was wavered -- " and "[ which is likely to come out of to a slight degree / "which delivery is likely to arrive" ] " -- it is here -- every [ which existed ]" -- a degree -- keep him waiting -- sound, such as ", may be outputted, and signs that signs that a wind becomes strong and it becomes a storm, and the rumbling of the ground approach may be directed and outputted to sound

[0106] Furthermore, as for the sound which notifies of the display of a preliminary announcement character picture, it is also possible for there to be voice to which the game machine itself is talking. for example, you may output the voice "whether it comes out to a slight degree, and is becoming it a great success and coming", "it is big talk great success", etc. [ "great success comes and comes" ] Since it becomes possible by doing in this way to impress a game machine with having a dialog to a game person, the interest over a game person's game can be raised.

[0107] Although the example shown in drawing 11 and drawing 12 reported the preliminary announcement of great success by generating a virtual source, this invention may report by moving the virtual source which made it generate. For example, it is the sound which an arrangement of two or more salesclerks who can set to a Chinese restaurant in the example mentioned above makes generate a virtual source, and it is the sound which generates a virtual source and my ton



child's voice of "I going" after that may be made to be outputted so that this virtual source may occur in a game person's left ear side, and to output so that this virtual source may approach near a game person's left ear.

[0108] As mentioned above, by the production expression method of the game machine of this invention, and a game machine, the sound which the effect of a binaural sound makes can report that the great success state is approaching using unique and new methods, such as notifying close to for example, a game person's his ears. Consequently, while being able to give admiration excitedly to the game person, when the hope about the whereabouts of a game and the degree of excitement are raised and a game is becoming it a great success, a game person's feeling of fullness and feeling of achievement can be uplifted, and fast improvement in interest can be aimed at. Moreover, in order for sound, such as sound which the effect of a binaural sound makes, to report, a game person is easy to rub cautions against a display among \*\*, after sound can be heard, and a game can be enjoyed over a long time, without it becoming unnecessary to always gaze at the display of a game machine, and sensing tiredness, in order not to overlook a preliminary announcement character picture. Moreover, even if it is a beginner, it can recognize certainly that the preliminary announcement of great success was performed, consequently a game can be relaxed more and can be enjoyed.

[0109] Although the case where ROM68 and RAM70 of pachinko game equipment 10 memorized the program which controls a pachinko game, the program for detecting the game sphere shown in drawing 8 , the program which performs the adjustable display game shown in drawing 9 in the example mentioned above was shown It is good also as a server and a terminal having data used by the programs mentioned above when it considered as the composition which can perform a pachinko game when an operator operates the terminal connected to the server possible [ communication ], or these programs.

[0110] Thus, when it considers as the composition which consists of a server and a terminal, the server memorizes beforehand the program which controls a pachinko game, the program for detecting the game sphere shown in drawing 8 , the program which performs the adjustable display game shown in drawing 9 , and transmits these programs to a terminal to predetermined timing. On the other hand, a terminal once memorizes these transmitted programs and advances a pachinko game by beginning to read the program which memorized suitably and performing it. Moreover, it is good also as performing the program which controls a pachinko game, the program for detecting the game sphere shown in drawing 8 , the program which performs the adjustable display game shown in drawing 9 by the server side, and transmitting to a terminal by making into a control signal or control information the instruction generated according to the execution result. In this case, a terminal chooses the picture for performing a pachinko game according to the control signal and control information which were transmitted, generates it, or displays the picture on a display.

[0111] Drawing 13 is the front view showing an example of the terminal when

considering as composition which was mentioned above. In the example shown in drawing 13 , a terminal 100 is a general-purpose personal computer, and a game person's alter operation is inputted from the input unit 102 connected to the terminal 100, for example, a keyboard. Moreover, the control section 130 of a terminal 100 consists of CPU108, ROM110, and RAM112 grade which are mentioned later, and the program which controls a pachinko game in this control section 130, and the program which controls an adjustable display game are performed.

[0112] This control section 130 also has the communication interface circuit 120 (not shown), and a control section 130 performs communication with the server later mentioned through a communication interface circuit 120, based on the control signal or control information transmitted from a server, a program, and data, a pachinko game is controlled or it controls an adjustable display game. Moreover, the loudspeaker 118 is connected to the control section 130, and it is possible to output the sound which the effect of a binaural sound makes by the loudspeaker 118.

[0113] Furthermore, the game machine picture which imitated pachinko game equipment as shown in the display 116 connected to the terminal 100 at drawing 13 is displayed, and a pachinko game is performed on this game machine picture. The display 132 by which the adjustable display game mentioned above on this game machine picture is performed is displayed as a picture. In this display 132, the picture of the pattern which is the identification information which was mentioned above is displayed. Moreover, when the sub routine shown in drawing 9 and a sub routine as shown in drawing 20 , drawing 22 , or drawing 27 are performed in a control section 130 so that it may mention later, while reporting that great success is approaching with the sound which the effect of the binaural sound outputted from a loudspeaker 118 makes, a preliminary announcement character picture will be displayed in a display 132.

[0114] Drawing 14 is the front view showing other examples of a terminal. In addition, the same sign was given to the component shown in drawing 13 , and the corresponding component. The example of drawing 14 shows the carried type terminal 140, and a game person's alter operation is inputted from the input unit 102 prepared in the terminal 140, for example, a switch. Moreover, the control section 130 (not shown) is formed in the interior of a terminal 140, it consists of CPU108, ROM110, and RAM112 grade which are mentioned later, and the program which controls a pachinko game and an adjustable display game in this control section 130 is performed. Moreover, the loudspeaker 118 is connected to the control section 130, and it is possible to output the sound which the effect of a binaural sound makes by the loudspeaker 118. Moreover, this control section 130 also has a communication interface circuit 120 (not shown), and a control section 130 performs communication with the server later mentioned through a communication interface circuit 120, and it controls a pachinko game and an adjustable display game based on the control signal or control information transmitted from a server, a program, and data.

[0115] Furthermore, as the display 116 prepared in the upper surface of a terminal

140 consists of a liquid crystal display panel and it was shown in drawing 14 , the game machine picture which imitated pachinko game equipment is displayed, and a pachinko game is performed on this game machine picture. The display 132 by which the adjustable display game mentioned above on this game machine picture is performed is displayed as a picture. In this display 132, the picture of the pattern which is the identification information which was mentioned above is displayed.

Moreover, when the sub routine shown in drawing 9 and a sub routine as shown in drawing 20 , drawing 22 , or drawing 27 are performed in a control section 130, while reporting that great success is approaching with the sound which the effect of the binaural sound outputted from a loudspeaker 118 makes, a preliminary announcement character picture will be displayed in a display 132.

[0116] In the terminal 100 shown in drawing 13 as mentioned above, display 116 serves as another object and consists of control sections 130, various kinds of control signal or control information which were transmitted from the server, such as a display-control signal, are supplied to the control section 130 of a terminal 100, and a control section 130 supplies the status signal which generated and generated the status signal based on the supplied control signal or control information to display 116. On the other hand, the terminal 140 shown in drawing 14 is constituted united with display 116, and the control signal or control information which were transmitted from the server, such as a display-control signal, are supplied to the control section 130 of a terminal 140, a control section 130 generates a status signal based on the supplied control signal or control information, and it supplies the generated status signal to display 116. The example shown below is applicable even if it is the composition which was united even if it was the composition that the control section and display of a terminal became another object.

[0117] Drawing 15 is the block diagram showing the terminal 100 mentioned above or the composition of 140 (the terminal unit for pachinko games is called hereafter). Moreover, drawing 16 is the block diagram showing the composition of the server 80 which is connected with this terminal unit for pachinko games through a communication line, and supplies various control signals or control information, and data to the terminal unit for pachinko games. In addition, in the terminal unit for pachinko games shown in drawing 15 , the same sign was given to the component shown in drawing 7 , and the corresponding component.

[0118] The input unit 102, for example, the keyboard, and switch for inputting operation of a game person are connected to the interface circuitry 104 of the terminal unit 100 for pachinko games, and the interface circuitry 104 is connected to the input/output bus 106. It is made through this input/output bus 106 as [ input / output and / a data signal or an address signal / by the central-process circuit (CPU is called hereafter) 108 ]. ROM (read-only memory)110 and RAM (random access memory)112 are connected to the input/output bus 106. ROM110 and RAM112 memorize a program which is mentioned later, the image data for displaying on display 116, the sound data outputted by the loudspeaker 118. Moreover, the

above-mentioned sound data contain the sound data made to generate the sound which the effect of a binaural sound makes.

[0119] Moreover, the interface-circuitry group 114 is also connected to the input/output bus 106. Display 116 and the loudspeaker 118 are connected to the interface-circuitry group 114, and the interface-circuitry group 114 supplies a status signal and a correspondence number to each of display 116 and a loudspeaker 118 according to the result of data processing in CPU108. Furthermore, the communication interface circuit 120 is also connected to the input/output bus 106. This communication interface circuit 120 is for carrying out communication with the server 80 later mentioned through communication lines, such as a dial-up line network and a Local Area Network (LAN).

[0120] On the other hand, as shown in drawing 16, shell composition of the server 80 is carried out with a hard disk drive 88, CPU82, ROM84 and RAM86, and the communication interface circuit 90. A hard disk drive 88 memorizes the program for receiving the program for carrying out communication with the terminal unit for pachinko games, and the information emitted from the terminal unit for pachinko games, the program which controls a pachinko game, and the program which controls an adjustable display game. A communication interface circuit 90 is for carrying out the terminal unit 100 for pachinko games mentioned above through communication lines, such as a dial-up line network and a Local Area Network (LAN), and communication with 140.

[0121] When it considers as composition which was mentioned above, the game machine picture which imitated the pachinko game equipment shown in drawing 13 or drawing 14 is displayed on the display 116 of the terminal unit 100 for pachinko games, and the picture which shows the display 132 for performing the game face of a board, a hold lamp, an ornament lamp, and an adjustable display game and the equipment of the display 152 grade for usually displaying a pattern, and the picture which shows a game sphere are displayed on display 116. In the display 132 for performing this adjustable display game, when an adjustable display game is performed, the picture of the pattern which is identification information is displayed.

[0122] Hereafter, the sub routine by which executive operation is carried out in each of the terminal unit for pachinko games and a server is shown in drawing 17 – drawing 27. The terminal unit 100 for pachinko games or 140, and a server 80 shall be started beforehand below, and shall carry out regular operation. Moreover, the variable used in CPU108 and CPU82 which were mentioned above shall be initialized by the predetermined value. Furthermore, each of equipments, such as a winning-a-prize mouth, a starting mouth, and a sphere passage detector, or a game sphere shall be displayed as a picture in display 116. In addition, about sound other than the sound which notifies of the display of a preliminary announcement character picture, although explanation is omitted, suppose that BGM, a sound effect, voice, etc. are outputted suitably according to a game situation.

[0123] Drawing 17 and drawing 18 are predetermined timing when the terminal unit

100 for pachinko games or 140 is started. A server 80 supplies various kinds of programs memorized by the hard disk drive 88 of a server 80 to the terminal unit 100 for pachinko games, or 140. When performing the program supplied in the terminal unit 100 for pachinko games, or 140, it is the flow chart which shows the terminal unit 100 for pachinko games or 140, and the sub routine by which executive operation is carried out in each of a server 80.

[0124] Drawing 17 is a sub routine performed in the terminal unit 100 for pachinko games, or 140, and is called and performed from a main routine to predetermined timing. In addition, this main routine shall include beforehand the program which is needed in case communication with the servers 80, such as a program for judging whether communication with a server 80 is possible, is carried out.

[0125] In case first a pachinko game is gone on in the program for performing a pachinko game, and the terminal unit for pachinko games from a server 80, required image data and the sound data made to generate the sound outputted by the loudspeaker 118 are downloaded (Step S31). Subsequently, when a game person operates an input unit 102, a pachinko game is started and executive operation of the game program is carried out (Step S32). It is for displaying pictures of the game machine picture, the background image, and the change pattern which required image data imitated pachinko game equipment and, such as a picture and a character picture, on display 116 including the game program by which this game program controls a pachinko game, and the program for performing the adjustable display game shown in drawing 7 mentioned above. Furthermore, the sound data made to generate the sound outputted by the loudspeaker 118 are sound data used as BGM, a sound effect, voice, etc., and contain the sound data made to generate the sound which the effect of a binaural sound makes.

[0126] Moreover, when a game program is performed in the terminal unit 100 for pachinko games, or 140, it detects that the game person operated the input unit 102. When it detects that the game person operated the input unit 102, as mentioned above, the display 132 which the game machine picture which imitated pachinko game equipment is displayed on the terminal unit 100 for pachinko games or the display 116 of 140, and displays an adjustable display game on this game machine picture is also displayed. Furthermore, when a game person operates an input unit 102 that a game sphere should be discharged, the picture of the game sphere which can be checked by looking so that a game sphere may move in a game face-of-a-board top is displayed on a game machine picture.

[0127] Next, it judges whether the game sphere went into the winning-a-prize mouth (Step S33). This winning-a-prize mouth is the general winning-a-prize mouth 50 shown in drawing 6 mentioned above, 54a-54d, and a picture portion specially corresponding to the winning-a-prize mouths 56a-56d. When it judges that the game sphere went into the winning-a-prize mouth, processing which pays out the game sphere of the number according to the kind of winning-a-prize mouth is performed (Step S34). In addition, processing of this step S34 is good in the terminal unit 100

for pachinko games, or 140 also as memorizing the number of game spheres to RAM112 also as displaying the number of game spheres on one position of the display 116.

[0128] Next, it judges whether the game sphere went into the starting mouth (Step S35). This starting is a picture portion corresponding to the starting mouth 44 shown in drawing 6 mentioned above. In this step S35, when it judges that the game sphere went into the starting mouth, the sub routine shown in drawing 9 mentioned above and the same adjustable display game manipulation routine are called and performed (Step S36). In addition, when an adjustable display game manipulation routine is performed, in the display 132 shown in drawing 13 and drawing 14, the picture and character picture of a background image or a change pattern are displayed.

[0129] Furthermore, while reporting that great success is approaching with the sound which the effect of the binaural sound outputted from a loudspeaker 118 by performing the adjustable display game manipulation routine shown in drawing 9 makes, a preliminary announcement character picture will be displayed in a display 132. Furthermore, it judges whether the game sphere passed the sphere passage detector (Step S37). This sphere passage detector is a picture portion corresponding to the sphere passage detectors 55a and 55b shown in drawing 6 mentioned above. In this step S37, when a sphere passage detector is judged that the game sphere passed, processing which usually indicates the pattern by change in display 52 is performed (Step S38). In addition, as mentioned above, when are indicated by change and it becomes [ at which the pattern usually stopped ] a predetermined pattern, the picture which can be checked by looking so that the movable pieces 58a and 58b may be driven and the starting mouth 44 may be in an open state is displayed, and processing which a game sphere tends to go into the starting mouth 44, and becomes to it is performed.

[0130] Next, it judges whether the game was completed or not (Step S39). Judgment whether the game was completed or not judges that the game ended them when only the time of detecting having operated the input unit 102 and the number with which the game sphere was defined beforehand judged having been discharged by the game face of a board, in order that a game person may end a game. When it judges that the game is not completed, processing is returned to Step S32 mentioned above. On the other hand, when it judges that the game was completed, the game result which shows the number of the discharged game spheres, the number of the repaid game spheres, etc., and the game end information which shows that the game was completed are transmitted to a server 80 (Step S40), and this sub routine is ended.

[0131] Drawing 18 is a flow chart which shows the sub routine performed in a server 80 corresponding to the terminal side manipulation routine performed in the terminal unit 100 for pachinko games shown in drawing 17, or 140. It judges whether first, the terminal unit 100 for pachinko games or 140 is started, and it is in the state which can communicate (Step S51). When it is judged that the terminal unit 100 for

pachinko games or 140 is not started, processing is returned to Step S51.

[0132] On the other hand, when it judges that the terminal unit 100 for pachinko games or 140 is started, various kinds of program and various kinds of image data, sound data, etc. are transmitted to the terminal unit 100 for pachinko games, or 140 (Step S52). Processing of this step S52 is equivalent to processing of Step S31 of drawing 17 mentioned above. As mentioned above, it is for displaying the picture of the game machine picture, the background image, and the change pattern which various kinds of image data imitated pachinko game equipment and, a character picture, etc. on display 116 including the game program by which the program transmitted to the terminal unit 100 for pachinko games or 140 in Step S52 controls a pachinko game, and the program for performing the adjustable display game shown in drawing 9 mentioned above.

[0133] Furthermore, the sound data made to generate the sound outputted by the loudspeaker 118 are sound data used as BGM, a sound effect, voice, etc., and contain the sound data made to generate the sound which the effect of a binaural sound makes. Next, it judges whether the information which shows the purport which the game result and the game ended was transmitted from the terminal unit 100 for pachinko games, or 140 (Step S53). This step S53 is equivalent to Step S40 of drawing 17 mentioned above. In Step S53, when it judges that neither a game result nor game end information is transmitted from the terminal unit 100 for pachinko games, or 140, processing is returned to Step S53. In addition, in the terminal unit 100 for pachinko games, or 140, while processing of Steps S32-S39 shown in drawing 17 is performed, processing of Step S53 which set server 80 and was mentioned above is performed repeatedly.

[0134] On the other hand, when it is judged in Step S53 that a game result and game end information were transmitted from the terminal unit 100 for pachinko games or 140, a game result and game end information are received (Step S54), and this sub routine is ended. Since the program and various kinds of image data for performing a pachinko game are always transmitted from a server 80 before a game is started in the terminal unit 100 for pachinko games, or 140 when it considers as composition which was mentioned above, when a program and image data are updated in a server 80, the game person can always enjoy the newest game.

[0135] Moreover, when it considers as such composition, it sets to the display 132 displayed on the terminal unit 100 for pachinko games which is a terminal, or the display 116 of 140. Report that great success is approaching with the sound which the effect of the binaural sound outputted from a loudspeaker 118 while a preliminary announcement character picture is displayed makes. Or the program which reports that great success is approaching only to sound, without being accompanied by the preliminary announcement character picture is stored in the hard disk drive 88 grade of a server 80. By considering as such composition, it can notify of great success approaching with the sound which the effect of a binaural sound makes using unique and new methods, such as notifying close to for example,

a game person's his ears. Consequently, while being able to give admiration excitedly to the game person, when the hope about the whereabouts of a game and the degree of excitement are raised and a game is becoming it a great success, a game person's feeling of fullness and feeling of achievement can be uplifted, and fast improvement in interest can be aimed at.

[0136] Moreover, in order for sound, such as sound which the effect of a binaural sound makes, to report, a game person is easy to rub cautions against a display among \*\*, after sound can be heard, and a game can be enjoyed over a long time, without it becoming unnecessary to always gaze at the display of a terminal, and sensing tiredness, in order not to overlook a preliminary announcement character picture. Moreover, even if it is a beginner, it can recognize certainly that the preliminary announcement of great success was performed, consequently a game can be relaxed more and can be enjoyed.

[0137] Next, the terminal unit 100 for pachinko games or ROM110 of 140 is made to memorize beforehand the program for controlling a pachinko game, and the program for performing an adjustable display game. When it considers as the composition which transmits suitably the image data and sound data of the various kinds which are alike, therefore are needed with which a pachinko game advances from a server 80, the terminal unit 100 for pachinko games or 140, and the sub routine performed in a server 80 are shown in drawing 19 , drawing 20 , and drawing 21 .

[0138] Drawing 19 is a sub routine performed in the terminal unit 100 for pachinko games, or 140, in the following explanation, to predetermined timing, shall be read from ROM110 and shall be performed from the main routine. In addition, this main routine shall include beforehand the program which is needed in case communication with the servers 80, such as a program for judging whether communication with a server 80 is possible, is carried out. Moreover, except for the flow chart and Step S31 which were shown in drawing 17 , the flow chart shown in drawing 19 was the same, and gave the same sign to the step which carries out same processing.

[0139] First, a pachinko game is started by operation of a game person and executive operation of the game program is carried out (Step S32). This game program is for displaying a picture, a character picture, etc. of a game machine picture, a background image, or a change pattern which imitated pachinko game equipment on display 116 including the game program which controls a pachinko game, and the program for performing the adjustable display game mentioned later, or outputting sound by the loudspeaker 118. Moreover, when a game program is performed in the terminal unit 100 for pachinko games, or 140, it detects that the game person operated the input unit 102. When it detects that the game person operated the input unit 102, as mentioned above, the display 132 which the game machine picture which imitated pachinko game equipment is displayed on the terminal unit 100 for pachinko games or the display 116 of 140, and displays an adjustable display game on this game machine picture is also displayed.

[0140] Furthermore, when a game person operates an input unit 102 that a game



sphere should be discharged, the picture of the game sphere which can be checked by looking so that a game sphere may move in a game face-of-a-board top is displayed on a game machine picture. Next, it judges whether the game sphere went into the winning-a-prize mouth (Step S33). This winning-a-prize mouth is the general winning-a-prize mouth 50 shown in drawing 6 mentioned above, 54a-54d, and a picture portion specially corresponding to the winning-a-prize mouths 56a-56d. When it judges that the game sphere went into the winning-a-prize mouth, processing which pays out the game sphere of the number according to the kind of winning-a-prize mouth is performed (Step S34). In addition, processing of this step S34 is good in the terminal unit 100 for pachinko games, or 140 also as memorizing the number of game spheres to RAM112 also as displaying the number of game spheres on the position of somewhere in display 116.

[0141] Next, it judges whether the game sphere went into the starting mouth (Step S35). This starting mouth is a picture portion corresponding to the starting mouth 44 shown in drawing 6 mentioned above. In this step S35, when it judges that the game sphere went into the starting mouth, the adjustable display game manipulation routine mentioned later is called and performed (Step S36). In addition, when an adjustable display game manipulation routine is performed in this case, while a preliminary announcement character picture is displayed in the display 132 shown in drawing 13 and drawing 14, it reports that great success is approaching with the sound which the effect of the binaural sound outputted from a loudspeaker 118 makes, or it will be reported that great success is approaching only with sound, without being accompanied by the preliminary announcement character picture.

[0142] Furthermore, it judges whether the game sphere passed the sphere passage detector (Step S37). This sphere passage detector is a picture portion corresponding to the sphere passage detectors 55a and 55b shown in drawing 6 mentioned above. In this step S37, when a sphere passage detector is judged that the game sphere passed, processing which usually indicates the pattern by change in display 52 is performed (Step S38). In addition, as mentioned above, when are indicated by change and it becomes [ at which the pattern usually stopped ] a predetermined pattern, the movable pieces 58a and 58b are driven, and the picture which can check the starting mouth 44 by looking so that it may be in an open state is displayed, and a game sphere tends to go into the starting mouth 44, and it is made to become it.

[0143] Next, it judges whether the game was completed or not (Step S39). Judgment whether the game was completed or not judges that the game ended them when only the time of detecting that the game person operated the input unit 102 that a game should be ended and the number with which the game sphere was defined beforehand judged having been discharged by the game face of a board. When it judges that the game is not completed, processing is returned to Step S32 mentioned above. On the other hand, when it judges that the game was completed, the game result which shows the number of the discharged game spheres, the

number of the repaid game spheres, etc., and the game end information which shows that the game was completed are transmitted to a server 80 (Step S40), and this sub routine is ended.

[0144] Drawing 20 is a flow chart which shows the sub routine which processes the adjustable display game called and performed in Step S36 mentioned above. In addition, the same sign was given to the step which carries out the same processing as the step of the flow chart shown in drawing 9 to the flow chart shown in drawing 20. The information which shows the purport by which first this sub routine was called and the execution start of the adjustable display game was carried out is transmitted to a server 80 (Step S61). Next, the sound data made to generate the image data used as the picture of the change pattern which is the identification information picture needed in an adjustable display game, a background image, a character picture, and a preliminary announcement character picture, BGM, a sound effect, and voice, a control program, etc. are received from a server 80 (Step S62).

[0145] Subsequently, internal lottery processing by data processing of the terminal unit 100 for pachinko games or CPU108 of 140 is performed (Step S200). This internal lottery processing performs processing (Step S 200-2) which determines when great success is generated, when it determines whether generate great success (Step S 200-1) and it is determined that it will generate great success. Furthermore, so that processing which defines beforehand the combination of the pattern when indicating all the patterns belonging to two or more groups by which it is indicated by change by halt according to the above-mentioned determination, and deciding a pattern may be performed (Step S 200-3) and CPU108 may be mentioned later Processing with the change display of a pattern and a halt display is performed so that a halt indication of the pattern may be given in a display 132 in the combination of the pattern defined by internal lottery processing.

[0146] Subsequently, while the above-mentioned control program is performed and a background image is chosen by CPU108 based on the result, the screen configuration information of a background image is generated (Step S201), while a character picture is chosen, the screen configuration information of a character picture is generated (Step S202), and the screen configuration information of the change pattern which is identification information is generated (Step S203). Next, when it judges whether it is the timing which displays a preliminary announcement character picture (Step S204) and it is judged that it is the timing which displays the above-mentioned preliminary announcement character picture, the screen configuration information of the preliminary announcement character picture chosen by CPU108 is generated by RAM112 (Step S205).

[0147] Next, the sound data corresponding to the preliminary announcement character picture chosen in the determination and Step S205 in step S200-2 are chosen (Step S206). In Step S205, when it is judged that it is not the timing which has a preliminary announcement character picture displayed, or when processing of Step S206 is performed next, it judges whether it is the timing which indicates the

one change pattern by halt (Step S207). When a change pattern is judged to be the timing which indicates by halt, a change pattern picture is chosen by CPU108 in the mode which indicates the one change pattern by halt, and the screen configuration information of this change pattern picture is generated by RAM112 by it (Step S208). Processing of Steps S201-S209 which was mentioned above and of which step S\*\*\*\* was done is repeatedly performed until it is judged that a halt indication of all the patterns that belong to two or more groups in Step S210 mentioned later was given. Thus, by repeating and performing processing, it can be displayed that the pattern can be indicated by change so that it may scroll in a predetermined mode, and a character picture and a preliminary announcement character picture also carry out predetermined operation.

[0148] After performing processing of Step S209, it judges whether a halt indication of all the patterns belonging to two or more groups was given (Step S210). When it judges that a halt indication of all the patterns belonging to two or more groups is not given, processing is returned to Step S201. On the other hand, when it judges that a halt indication of all the patterns was given, information is transmitted to a server 80 as a result of the information which shows the purport which the adjustable display game ended, and an adjustable display game (Step S64), and this sub routine is ended. Drawing 21 is a flow chart which shows the sub routine performed in a server 80 corresponding to the terminal side manipulation routine performed in the terminal unit 100 for \*\*\*\* pachinko games shown in drawing 20 , or 140. The server 80 shall be started beforehand, and the sub routine shown in drawing 21 shall be called and performed from the main routine currently performed beforehand.

[0149] It judges whether the information which first shows the purport by which the adjustable display game was started in the terminal unit 100 for pachinko games or 140 was received (Step S71). When it judges that the information which shows the purport by which the adjustable display game was started is not received, this sub routine is ended immediately. When it judges that the information which, on the other hand, shows the purport by which the adjustable display game was started was received, the picture, background image and character picture of the change pattern which is the identification information picture needed in an adjustable display game, the sound data made to generate the image data used as a preliminary announcement character picture and BGM, a sound effect, and voice, a control program, etc. are transmitted to the terminal unit 100 for pachinko games, or 140 (Step S72). This step S72 corresponds to processing of Step S62 shown in drawing 20 mentioned above.

[0150] Next, it judges whether the information which shows the purport which ended the adjustable display game was received (Step S75). Processing of this step S75 is processing corresponding to processing of Step S64 of drawing 20 mentioned above. In Step S75, when it judges that the information which shows the purport which ended the adjustable display game is not received, processing is returned to Step

S75. When it judges that the information which, on the other hand, shows the purport which ended the adjustable display game was received, this sub routine is ended. When it considers as the composition mentioned above Report that great success is approaching with sound, such as sound which the effect of the binaural sound outputted from a loudspeaker 118 while a preliminary announcement character picture is displayed in the display 132 displayed on the terminal unit 100 for pachinko games which is a terminal, or the display 116 of 140 makes. Or so that it may report that great success is approaching with sound, without being accompanied by the display of a preliminary announcement character picture The picture, background image, and character picture of the change pattern which is an identification information picture, The image data used as a preliminary announcement character picture, the sound data made to generate the sound which the effect of a binaural sound makes, And a server 80 transmits a control program etc. to the terminal unit 100 for pachinko games, or 140, and a server 80 controls the terminal unit 100 for pachinko games which is a terminal, or 140.

[0151] By considering as such composition, sound, such as sound which the effect of a binaural sound makes, can report that great success is approaching using unique and new methods — close to his ears [ of for example, a game person ] reports. Consequently, while being able to give admiration excitedly to the game person, when the hope about the whereabouts of a game and the degree of excitement are raised and a game is becoming it a great success, a game person's feeling of fullness and feeling of achievement can be uplifted, and fast improvement in interest can be aimed at. Moreover, after the sound from which the effect of a binaural sound produces a game person in order for sound, such as sound which the effect of a binaural sound makes, to report can be heard, a game can be enjoyed over a long time that what is necessary is just to concentrate cautions on a display, without it becoming unnecessary to always gaze at the display of a terminal, and sensing tiredness, in order not to overlook a preliminary announcement character picture. Moreover, even if it is a beginner, it can recognize certainly that the preliminary announcement of great success was performed, consequently a game can be relaxed more and can be enjoyed.

[0152] Moreover, when the picture of a change pattern, a background image, a character picture, its method of presentation, etc. are updated in a server 80, image data, a control program, etc. with the terminal unit 100 for pachinko games or 140 will be transmitted from a server 80. [ always new ] Therefore, the game person can enjoy the newest production screen in the terminal unit 100 for pachinko games, or 140. Furthermore, only the game program which controls a pachinko game, and the program for performing an adjustable display game are transmitted from a server. The data of the picture of a change pattern, a background image, and a character picture The terminal unit 100 for pachinko games or ROM110 of 140 memorizes beforehand. When it considers as the composition which reads needed image data from ROM110 suitably, the terminal unit 100 for pachinko games or 140, and the sub

routine performed in a server 80 are shown in drawing 22 and drawing 23 .

[0153] Drawing 22 is a sub routine performed in the terminal unit 100 for pachinko games, or 140, when it considers as the composition mentioned above. In addition, in Step S36 of this drawing 19 , the sub routine which the terminal unit 100 for pachinko games or 140 is beforehand started, the sub routine shown in drawing 19 mentioned above is read from ROM110, is performed from a main routine to predetermined timing, and is shown in drawing 22 shall be read from ROM110, and shall be performed. Moreover, in the sub routine shown in drawing 22 , it attached at the step which performs processing of a sub routine shown in drawing 20 , and same processing, and the same sign was attached.

[0154] First, the terminal unit 100 for pachinko games or 140 transmits the information which shows the purport by which the adjustable display game was started to a server 80 (Step S61). Subsequently, control programs, such as a game program which controls a pachinko game, and a program for performing an adjustable display game, are received from a server 80, and the received control program is performed (Step S81). Subsequently, internal lottery processing by data processing of the terminal unit 100 for pachinko games or CPU108 of 140 is performed (Step S200). This internal lottery processing performs processing (Step S 200-2) which determines when great success is generated, when it determines whether generate great success (Step S 200-1) and it is determined that it will generate great success. Furthermore, so that processing which defines beforehand the combination of the pattern when indicating all the patterns belonging to two or more groups by which it is indicated by change by halt according to the above-mentioned determination, and deciding a pattern may be performed (Step S 200-3) and CPU108 may be mentioned later Processing with the change display of a pattern and a halt display is performed so that a halt indication of the pattern may be given in a display 132 in the combination of the pattern defined by internal lottery processing.

[0155] Subsequently, while the above-mentioned control program is performed and a background image is chosen by CPU108 based on the result, the screen configuration information of a background image is generated (Step S201), while a character picture is chosen, the screen configuration information of a character picture is generated (Step S202), and the screen configuration information of the change pattern which is identification information is generated (Step S203). Next, when it judges whether it is the timing which displays a preliminary announcement character picture (Step S204) and it is judged that it is the timing which displays the above-mentioned preliminary announcement character picture, the screen configuration information of the preliminary announcement character picture chosen by CPU108 is generated by RAM112 (Step S205).

[0156] Next, the sound data corresponding to the preliminary announcement character picture chosen in the determination and Step S205 in step S200-2 are chosen (Step S206). In Step S204, when it is judged that it is not the timing which has a preliminary announcement character picture displayed, or when processing of

Step S206 is performed next, it judges whether it is the timing which indicates the one change pattern by halt (Step S207). When a change pattern is judged to be the timing which indicates by halt, a change pattern picture is chosen by CPU108 in the mode which indicates the one change pattern by halt, and the screen configuration information of this change pattern picture is generated by RAM112 by it (Step S208). [0157] Processing of Steps S201-S209 which was mentioned above and of which step S\*\*\*\* was done is repeatedly performed until it is judged that a halt indication of all the patterns that belong to two or more groups in Step S210 mentioned later was given. Thus, by repeating and performing processing, it can be displayed that the pattern can be indicated by change so that it may scroll in a predetermined mode, and a character picture and a preliminary announcement character picture also carry out predetermined operation.

[0158] After performing processing of Step S209, it judges whether a halt indication of all the patterns belonging to two or more groups was given (Step S210). When it judges that a halt indication of all the patterns belonging to two or more groups is not given, processing is returned to Step S201. On the other hand, when it judges that a halt indication of all the patterns was given, information is transmitted to a server 80 as a result of the information which shows the purport which the adjustable display game ended, and an adjustable display game (Step S64), and this sub routine is ended.

[0159] Drawing 23 is a sub routine performed in a server 80 corresponding to the adjustable display game manipulation routine performed in the terminal unit 100 for pachinko games shown in drawing 22, or 140. The server 80 shall be started beforehand, and the sub routine shown in drawing 23 shall be called and performed from the main routine currently performed beforehand. In addition, in the sub routine shown in drawing 23, the same sign was attached about the step which performs processing of a sub routine shown in drawing 21, and same processing. It judges whether the information which first shows the purport by which the adjustable display game was started in the terminal unit 100 for pachinko games or 140 was received (Step S71). Processing of this step S71 is processing corresponding to Step S61 shown in drawing 22 mentioned above. When it judges that the information which shows the purport by which the adjustable display game was started is not received, this sub routine is ended immediately.

[0160] When it judges that the information which, on the other hand, shows the purport by which the adjustable display game was started was received, control programs, such as a game program which controls a pachinko game, and a program for performing an adjustable display game, are transmitted to the terminal unit 100 for pachinko games, or 140 (Step S91). This step S91 corresponds to processing of Step S81 shown in drawing 22 mentioned above. Next, it judges whether the information which shows the purport which ended the adjustable display game was received (Step S75). Processing of this step S75 is processing corresponding to processing of Step S64 of drawing 22 mentioned above. In Step S75, when it judges

that the information which shows the purport which ended the adjustable display game is not received, processing is returned to Step S75. When it judges that the information which, on the other hand, shows the purport which ended the adjustable display game was received, this sub routine is ended.

[0161] When it considers as composition which was mentioned above Report that great success is approaching with the sound which the effect of the binaural sound outputted from a loudspeaker 118 while a preliminary announcement character picture is displayed in the display 132 displayed on the terminal unit 100 for pachinko games which is a terminal, or the display 116 of 140 makes. Or the program which reports that great success is approaching with sound, without being accompanied by the display of a preliminary announcement character picture is memorized by the hard disk drive 88 grade of a server 80.

[0162] By considering as such composition, sound, such as sound which the effect of a binaural sound makes, can report that great success is approaching using unique and new methods — close to his ears [ of for example, a game person ] reports. Consequently, while being able to give admiration excitedly to the game person, when the hope about the whereabouts of a game and the degree of excitement are raised and a game is becoming it a great success, a game person's feeling of fullness and feeling of achievement can be uplifted, and fast improvement in interest can be aimed at.

[0163] Moreover, after the sound from which the effect of a binaural sound produces a game person in order for sound, such as sound which the effect of a binaural sound makes, to report can be heard, a game can be enjoyed over a long time that what is necessary is just to concentrate cautions on a display, without it becoming unnecessary to always gaze at the display of a terminal, and sensing tiredness, in order not to overlook a preliminary announcement character picture. Moreover, even if it is a beginner, it can recognize certainly that the preliminary announcement of great success was performed, consequently a game can be relaxed more and can be enjoyed. Moreover, since the control program for performing an adjustable display game is always downloaded when an adjustable display game is started, although a game person does not need to download about the data of the picture of a change pattern, a background image, and a character picture while being able to enjoy the newest adjustable display game therefore, he can display the production picture promptly in the terminal unit 100 for pachinko games, or the display 116 of 140.

[0164] Next, a server memorizes programs, such as a program for controlling a pachinko game, and a program for performing an adjustable display game, and the case where the terminal unit 100 for pachinko games or ROM110 of 140 memorizes the image data which a pachinko game and an adjustable display game need is shown below. When it considers as such composition, a server 80 performs advance of a pachinko game, and the terminal unit 100 for pachinko games or 140 chooses a picture according to the control signal or control information transmitted according to advance of a pachinko game performed in the server 80, and displays the selected

picture on display 116.

[0165] When it considers as such composition, the sub routine performed in the terminal unit 100 for pachinko games or 140, and a server 80 is shown in drawing 24 , drawing 25 , drawing 26 , and drawing 27 . Drawing 24 is a flow chart which shows the sub routine performed in the terminal unit 100 for pachinko games, or 140, the main routine which is not illustrated in the following explanation when the terminal unit 100 for pachinko games or 140 is started is performed, and after checking that it is in the state in which communication with a server 80 is possible in this main routine, this sub routine shall be called and performed.

[0166] First, the image data and sound data which were transmitted from the server 80 are received (Step S101). The image data in this case is image data not only containing the thing about the adjustable display game mentioned later but the thing about pachinko games, such as the game board and a game sphere. Moreover, the above-mentioned sound data are sound data used as BGM, a sound effect, voice, etc., and contain the sound data made to generate the sound which the effect of a binaural sound makes. In addition, when it considers as the composition these image data and sound data are beforehand remembered to be by the terminal unit 100 for pachinko games, or ROM110 of 140, it is good also as excluding processing of Step S101.

[0167] Next, it judges whether the game person operated the input unit 102 (Step S102). When it judges that the game person operated the input unit 102, the operation information according to operation of a game person is transmitted to a server 80 (Step S103). When it judges that the game person is not operating the input unit 102 after performing processing of Step S103 or, it judges whether instruction information was emitted from the server 80 (Step S104). When it judges that instruction information was emitted from the server 80, instruction information is received and it judges whether the instruction information is end instruction information (Step S105). When it judges that instruction information is not end instruction information, the picture according to the received instruction information is chosen, and the selected picture is displayed on display 116 (Step S106).

Processing is returned to Step S102 mentioned above after this processing.

Moreover, in Step S104, when it judges that instruction information is not emitted from a server 80, processing is returned to Step S102 mentioned above.

[0168] In Step S105 mentioned above, when it judges that the received instruction information is end instruction information, this sub routine is ended. The instruction information received in Step S104 mentioned above They are information, such as screen configuration information generated in Steps S122, S124, S126, S128, S130, S132, and S134 of drawing 26 mentioned later. According to these information, the terminal unit 100 for pachinko games or 140 chooses desired image data, reads from ROM110, and displays the read image data on display 116 as a picture.

[0169] Drawing 25 is a flow chart which shows the sub routine performed in a server 80 corresponding to the sub routine of drawing 24 mentioned above. The server 80



shall be started beforehand, and the sub routine shown in drawing 25 shall be called and performed from the main routine currently performed beforehand. First, image data and sound data are transmitted to the terminal unit 100 for pachinko games which is a terminal, or 140 (Step S111). As this step is equivalent to Step S101 mentioned above and being mentioned above, this image data is image data not only containing the thing about an adjustable display game but the thing about pachinko games, such as the game board and a game sphere. Moreover, the above-mentioned sound data are sound data used as BGM, a sound effect, voice, etc., and contain the sound data made to generate the sound which the effect of a binaural sound makes. Next, the operation information emitted from the terminal unit 100 for pachinko games or 140 is received (Step S112). This step is processing corresponding to Step S103 mentioned above.

[0170] When the operation information emitted from the terminal unit 100 for pachinko games or 140 is received, it judges whether the received operation information is game sphere discharge operation information (Step S113). When it judges that operation information is game sphere discharge operation information, pachinko game processing mentioned later is performed (Step S114). In Step S112 mentioned above, when the operation information emitted from the terminal unit 100 for pachinko games or 140 is not received, processing of Step S114 is performed immediately. When it, on the other hand, judges that operation information is not game sphere discharge operation information in Step S113, or when processing of Step S114 is performed, the instruction information generated by the pachinko game processing performed in Step S114 is transmitted to the terminal unit 100 for pachinko games, or 140 (Step S115). Processing of this step S115 is processing corresponding to Step S104 mentioned above. Subsequently, it judges whether the transmitted instruction information is end instruction information (Step S116). When it judges that the transmitted instruction information is not end instruction information, processing is returned to Step S112 mentioned above.

[0171] Drawing 26 is a flow chart which shows the sub routine of the pachinko game processing called in Step S114 mentioned above. It judges whether first, the picture of a game sphere is moved and it displays (Step S121). When it judges that the picture of a game sphere is moved and it displays, that it should be displayed that the picture of a game sphere can check by looking so that a game sphere may move, the position of the movement place of the game sphere in a picture is calculated, and the position is generated as positional information (Step S122). Next, it judges whether the position of the picture of the game sphere calculated in whether the ball game sphere went into the winning-a-prize mouth and Step S121 is near the position of the picture which shows a winning-a-prize mouth (Step S123). This winning-a-prize mouth is the general winning-a-prize mouth 50 shown in drawing 6 mentioned above, 54a-54d, and a picture portion specially corresponding to the winning-a-prize mouths 56a-56d.

[0172] When it judges that the calculated position is near the position of a winning-

a-prize mouth, processing which pays out a game sphere is performed (Step S124). In addition, the processing which pays out this game sphere is processing generated that the number information of game spheres which the number of the game spheres beforehand defined according to the kind of winning-a-prize mouth is memorized to RAM86, or shows the number of game spheres should be transmitted to the terminal unit 100 for pachinko games, or 140. Subsequently, it judges whether the position of the picture of the game sphere calculated in whether the game sphere went into the starting mouth and Step S121 is near the position of the picture which shows a starting mouth (Step S125). In addition, this starting mouth is a picture portion corresponding to the starting mouth 44 shown in drawing 6 mentioned above.

[0173] When it judges that the calculated position is near the position of a starting mouth, processing which starts the adjustable display game mentioned later is performed (Step S126). In addition, the processing which starts this adjustable display game performs adjustable display game processing which internal lottery processing in which the combination of the identification information displayed on a display 132 is defined is performed, and shows it in drawing 27 mentioned later, when the pattern which is identification information is decided. Next, it judges whether the position of the picture of the game sphere which the game sphere passed the sphere passage detector, or was calculated in Step S121 is near the position of the picture which shows a sphere passage detector (Step S127). In addition, this sphere passage detector is a picture portion corresponding to the sphere passage detectors 55a and 55b shown in drawing 6 mentioned above. When it judges that the game sphere passed near the sphere passage detector, the selection image information which shows the picture which indicates by change, and which was made to usually choose the picture of a pattern and was chosen is made to generate in this step S127 in the display 152 displayed on the terminal unit 100 for pachinko games, or 140 (Step S128).

[0174] Subsequently, in the display 152 displayed on the terminal unit 100 for pachinko games, or 140, a pattern usually judges whether it stopped in the displayed predetermined pattern (Step S129). When a pattern usually judges that it stopped in the predetermined pattern, the picture of a movable piece is chosen and the selection image information which shows the selected picture is generated so that the picture from which the starting mouth mentioned above will be in an open state may be displayed (Step S130). When this selection image information is emitted by the terminal unit 100 for pachinko games, or 140, in the terminal unit 100 for pachinko games, or the display 116 of 140, the picture which can be checked by looking as the movable piece is in the open state is displayed. In addition, a movable piece is a picture portion corresponding to the movable pieces 58a and 58b shown in drawing 6 mentioned above.

[0175] Next, it judges whether the ornament lamp is indicated by lighting or it indicates by putting out lights (Step S131). When it judges that an ornament lamp displays [ lighting-] or displays [ putting-out-lights-], the selection image

information which chooses an each of the state picture, and shows the selected picture is generated (Step S132). This ornament lamp is a picture portion corresponding to the ornament lamps 36a and 36b shown in drawing 6 mentioned above. When the selection image information mentioned above is emitted by the terminal unit 100 for pachinko games, or 140, the picture which can be checked by looking as the light is switched on, or the picture which can be checked by looking as the light is put out is displayed on the picture portion of the ornament lamps 36a and 36b currently displayed in display 116.

[0176] Subsequently, it judges whether the game was completed or not (Step S133). When it judges that the game was completed, game end information is generated (Step S134), and this sub routine is ended. In addition, whether the game was completed or not judges that the game was completed, when operation in which the game person who operates the terminal unit 100 for pachinko games or 140 ends a game was carried out, or when the number of the game spheres discharged to the game face of a board turns into more than a predetermined number. Drawing 27 is a flow chart which shows the sub routine which processes the adjustable display game called and performed in Step S126 mentioned above.

[0177] First, great success is not still generated, or it chooses when great success is generated, i.e., is great success generated at the time of the adjustable display game of how many times after?, (Step S140), and the background image which should be displayed on the display 132 of the terminal unit 100 for pachinko games or the display 116 of 140, the picture of a change pattern, and a character picture are chosen (Steps S141, S142, and S143). Next, when it judges whether it is the timing which displays a preliminary announcement character picture (Step S144) and it is judged that it is the timing which displays the above-mentioned preliminary announcement character picture, the above-mentioned preliminary announcement character picture is chosen (Step S145). Next, the sound data corresponding to the preliminary announcement character picture chosen in the selection and Step S145 in Step S140 are chosen (Step S146).

[0178] Next, when it judges whether it is the timing which indicates the one change pattern by halt (Step S147) and judges that it is the timing which indicates by halt, a change pattern picture is chosen in the mode which indicates the above-mentioned change pattern by halt (Step S148). Next, the selection image information of Steps S141-S143 mentioned above and the picture chosen by S145 and S146 and the selection sound data information which shows selected sound data are generated (Step S149). A server 80 transmits the screen configuration information generated at Step S149 mentioned above as instruction information in Step S115 of drawing 25 mentioned above to the terminal unit 100 for pachinko games which is a terminal, or 140. On the other hand, the terminal unit 100 for pachinko games or 140 displays the picture which read the data of a picture from ROM110 or RAM112, and was read to the display 132 of display 116 in Step S106 based on the screen configuration information which the received instruction information shows, after receiving in Step

S104 of drawing 24 which mentioned above the instruction information transmitted from the server 80. Moreover, based on the selection sound data information which the received instruction information shows, sound data are read from ROM110 or RAM112, a correspondence number is generated, and the sound which the effect of a binaural sound makes by the loudspeaker 118 is outputted based on this correspondence number.

[0179] By doing in this way, in the terminal unit 100 for pachinko games which is a terminal, or the display 132 of 140, to report that great success is approaching, a screen can be controlled or a server 80 can control the output of sound by sound which the effect of the binaural sound outputted from a loudspeaker 118 makes. Next, it judges whether all the patterns stopped (Step S150). When it judges that all the patterns stopped, adjustable display game end information is generated (Step S151), and this sub routine is ended. In addition, the sub routine shown in this drawing 27 will be set, by the time an adjustable display game is started and it is not only called, but [ when start processing of the adjustable display game of Step S126 shown in drawing 26 is performed, ] ends, and it is called and performed to predetermined timing.

[0180] A server 80 controls the terminal unit 100 for pachinko games, or 140 by sound which the effect of the binaural sound outputted from a loudspeaker 118 makes while a preliminary announcement character picture is displayed in the display 132 displayed on the terminal unit 100 for pachinko games which is a terminal, or the display 116 of 140, when it considers as composition which was mentioned above to report that great success is approaching. By considering as such composition, the sound which the effect of a binaural sound makes can report that great success is approaching using unique and new methods --- close to his ears [ of for example, a game person ] reports. Consequently, while being able to give admiration excitedly to the game person, when the hope about the whereabouts of a game and the degree of excitement are raised and a game is becoming it a great success, a game person's feeling of fullness and feeling of achievement can be uplifted, and fast improvement in interest can be aimed at.

[0181] Moreover, after the sound from which the effect of a binaural sound produces a game person in order for the sound which the effect of a binaural sound makes to report can be heard, a game can be enjoyed over a long time that what is necessary is just to concentrate cautions on a display, without it becoming unnecessary to always gaze at the display of a terminal, and sensing tiredness, in order not to overlook a preliminary announcement character picture. Moreover, even if it is a beginner, it can recognize certainly that the preliminary announcement of great success was performed, consequently a game can be relaxed more and can be enjoyed. In addition, although the case where the picture of a change pattern, a background image, a character picture, etc. were displayed only in the display 132 displayed on the picture of the game machine which imitated the pachinko game equipment displayed on display 116 in the example shown in drawing 27 from drawing

17 mentioned above was shown, it is good also as displaying the picture of a change pattern, a background image, a character picture, etc. on the whole surface of display 116.

[0182] Moreover, it can judge whether the game person was provided with the production expression method concerning this invention which was mentioned above etc. by checking that the enjoyableness in a pachinko game is increasing. For example, the economical phenomenon of the store which adopted pachinko game equipment which was mentioned above prospering, and when being carried by the magazine etc., it becomes the phenomenon in which information permeates through media, such as becoming reputation, and will appear.

[0183]

[Effect of the Invention] According to this invention, sound, such as sound which the effect of a binaural sound makes, can report beforehand that great success is approaching to a game person using unique and new methods — close to his ears [ of for example, a game person ] reports. Consequently, while being able to give admiration excitedly to the game person, when the hope about the whereabouts of a game and the degree of excitement are raised and a game is becoming it a great success, a game person's feeling of fullness and feeling of achievement can be uplifted, and fast improvement in interest can be aimed at. Moreover, after the sound from which the effect of a binaural sound produces a game person in order for the sound which the effect of a binaural sound makes to report beforehand can be heard, a game can be enjoyed over a long time that what is necessary is just to concentrate cautions on a display, without it becoming unnecessary to always gaze at the display of a game machine, and sensing tiredness, in order not to overlook a preliminary announcement character picture. Moreover, even if it is a beginner, it can recognize certainly that the preliminary announcement of great success was performed, consequently a game can be relaxed more and can be enjoyed.

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[Translation done.]

**\* NOTICES \***

**Japan Patent Office is not responsible for any damages caused by the use of this translation.**

- 1.This document has been translated by computer. So the translation may not reflect the original precisely.
- 2.\*\*\*\* shows the word which can not be translated.
- 3.In the drawings, any words are not translated.

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**DESCRIPTION OF DRAWINGS**

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[Brief Description of the Drawings]

[Drawing 1] It is explanatory drawing about a virtual source.

[Drawing 2] It is explanatory drawing about a virtual source.

[Drawing 3] It is explanatory drawing about a virtual source.

[Drawing 4] (a) is explanatory drawing about a parametric loudspeaker, (b) is drawing showing typically the frequency spectrum of the nonlinear interaction by the sine wave, and (c) is drawing showing typically the frequency spectrum of the nonlinear interaction by the amplitude modulation wave.

[Drawing 5] It is the front view showing the pachinko game equipment by this invention typically.

[Drawing 6] It is the expansion front view showing typically the game face of a board of the pachinko game equipment by this invention.

[Drawing 7] It is the block diagram showing the control circuit of the pachinko game equipment which is the example of this invention.

[Drawing 8] It is the flow chart which shows the sub routine of processing which detects the game sphere performed in pachinko game equipment.

[Drawing 9] It is the flow chart which shows the sub routine of the adjustable display game processing called and performed in Step S14 of the flow chart shown in drawing 8 .

[Drawing 10] It is the flow chart which shows the reach screen-display manipulation routine in the sub routine of adjustable display game processing.

[Drawing 11] It is drawing showing an example of the screen picture concerning this invention typically.

[Drawing 12] It is drawing showing an example of the screen picture concerning this invention typically.

[Drawing 13] It is the general-view view showing an example of the terminal for pachinko games.

[Drawing 14] It is the general-view view showing other examples of the terminal for pachinko games.

[Drawing 15] It is the block diagram showing the control circuit of the terminal unit for pachinko games which is the example of this invention.

[Drawing 16] It is the block diagram showing the control circuit of the server which is the example of this invention.

[Drawing 17] It is the flow chart which shows the sub routine performed in the terminal unit 100 for pachinko games which is the example of this invention, or 140.

[Drawing 18] In the server 80 which is the example of this invention, it is the flow chart which shows the sub routine performed.

[Drawing 19] It is the flow chart which shows the sub routine performed in the terminal unit 100 for pachinko games, or 140.

[Drawing 20] It is the flow chart which shows the sub routine which processes the adjustable display game performed in the terminal unit 100 for pachinko games, or

140.

[Drawing 21] In the server 80 which is the example of this invention, it is the flow chart which shows the sub routine performed.

[Drawing 22] It is the flow chart which shows the sub routine which processes the adjustable display game performed in the terminal unit 100 for pachinko games, or 140.

[Drawing 23] In the server 80 which is the example of this invention, it is the flow chart which shows the sub routine performed.

[Drawing 24] It is the flow chart which shows the sub routine performed in the terminal unit 100 for pachinko games, or 140.

[Drawing 25] In the server 80 which is the example of this invention, it is the flow chart which shows the sub routine performed.

[Drawing 26] In Step S114 of the flow chart of drawing 24 , it is the flow chart which shows the sub routine of the pachinko game processing called.

[Drawing 27] In Step S126 of the flow chart of drawing 25 , it is the flow chart which shows the sub routine of the pachinko game processing called.

[Description of Notations]

10 Pachinko Game Equipment (Game Machine)

32 Display (Display)

48 (48a, 48b) Loudspeaker

60 Control Circuit

66 CPU (Control Section)

64 Input/output Bus

68 ROM

70 RAM

80 Server

100 Terminal Unit for Pachinko Games (Terminal)

132 Display

140 Terminal Unit for Pachinko Games (Terminal)

201 (201a, 201b) Loudspeaker

500 Parametric Loudspeaker

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[Translation done.]

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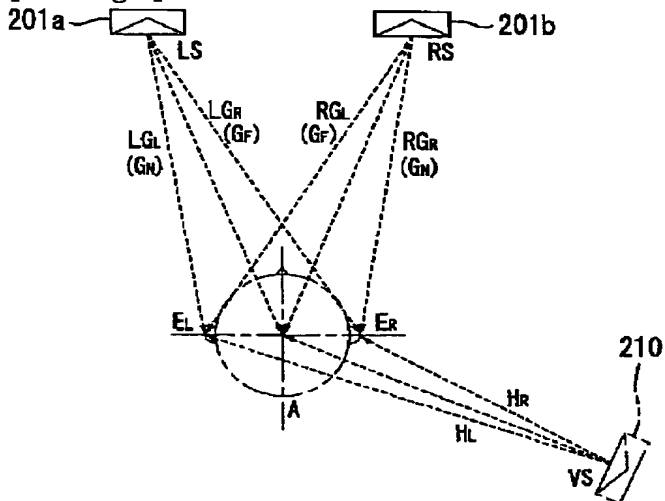
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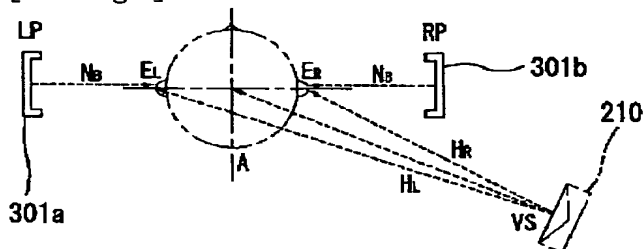
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## DRAWINGS

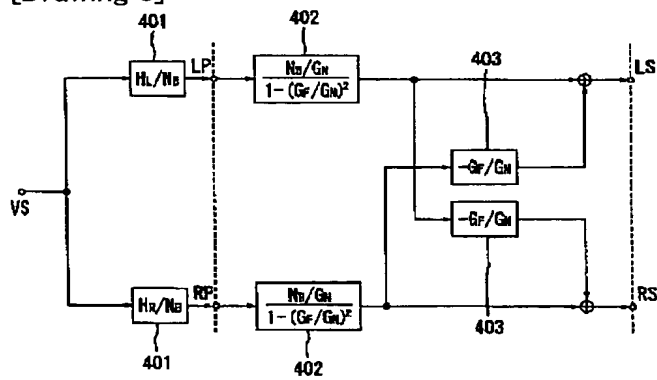
[Drawing 1]



[Drawing 2]

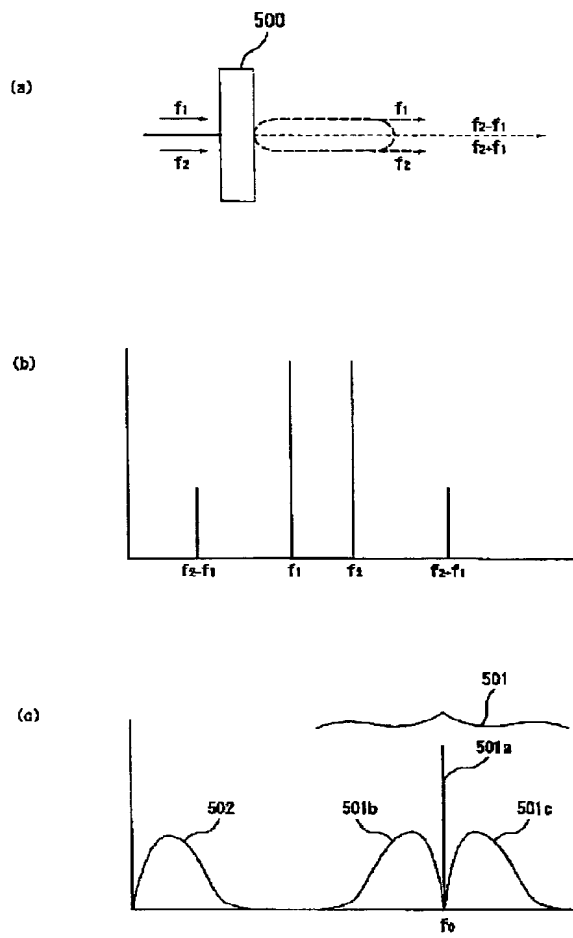


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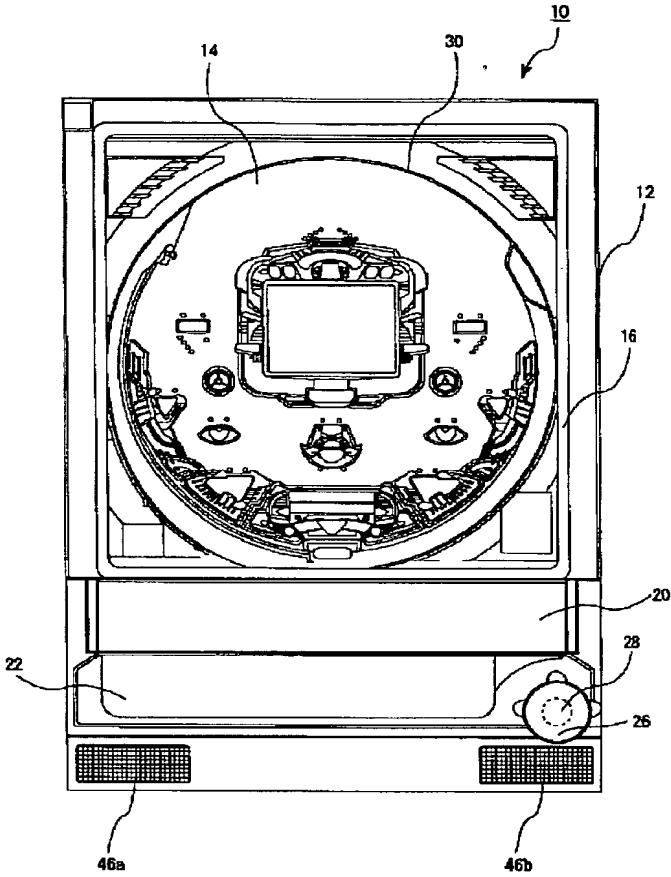


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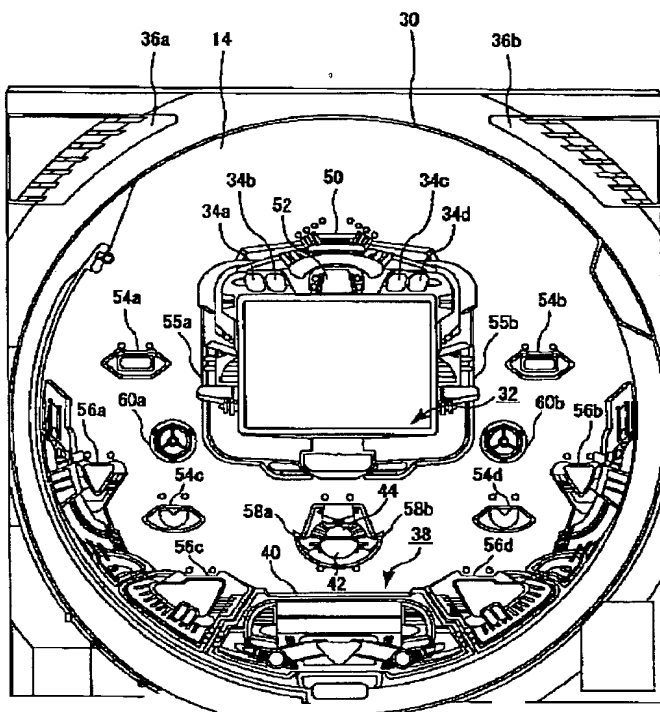




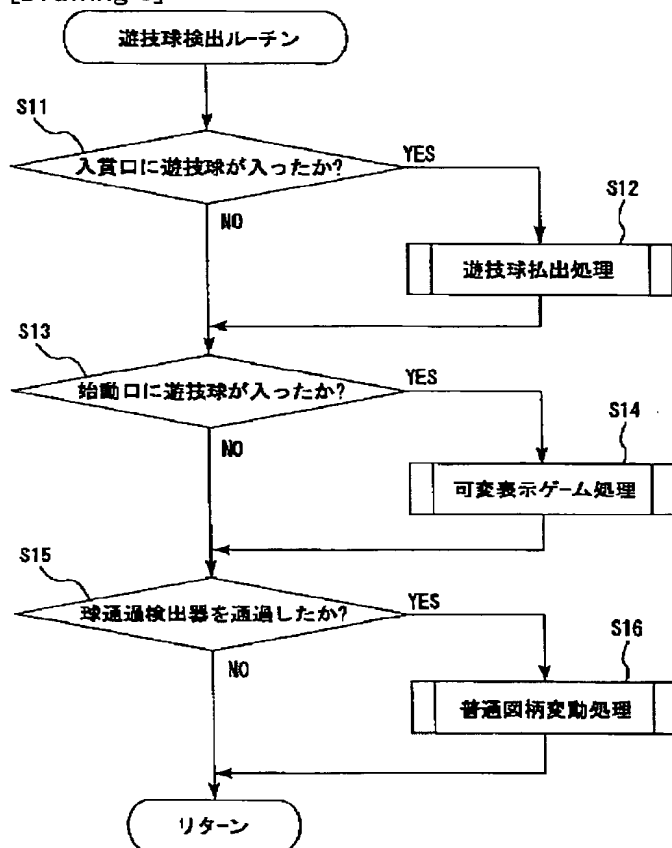
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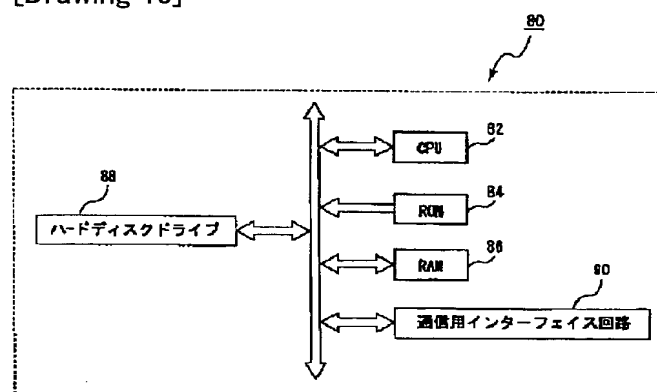
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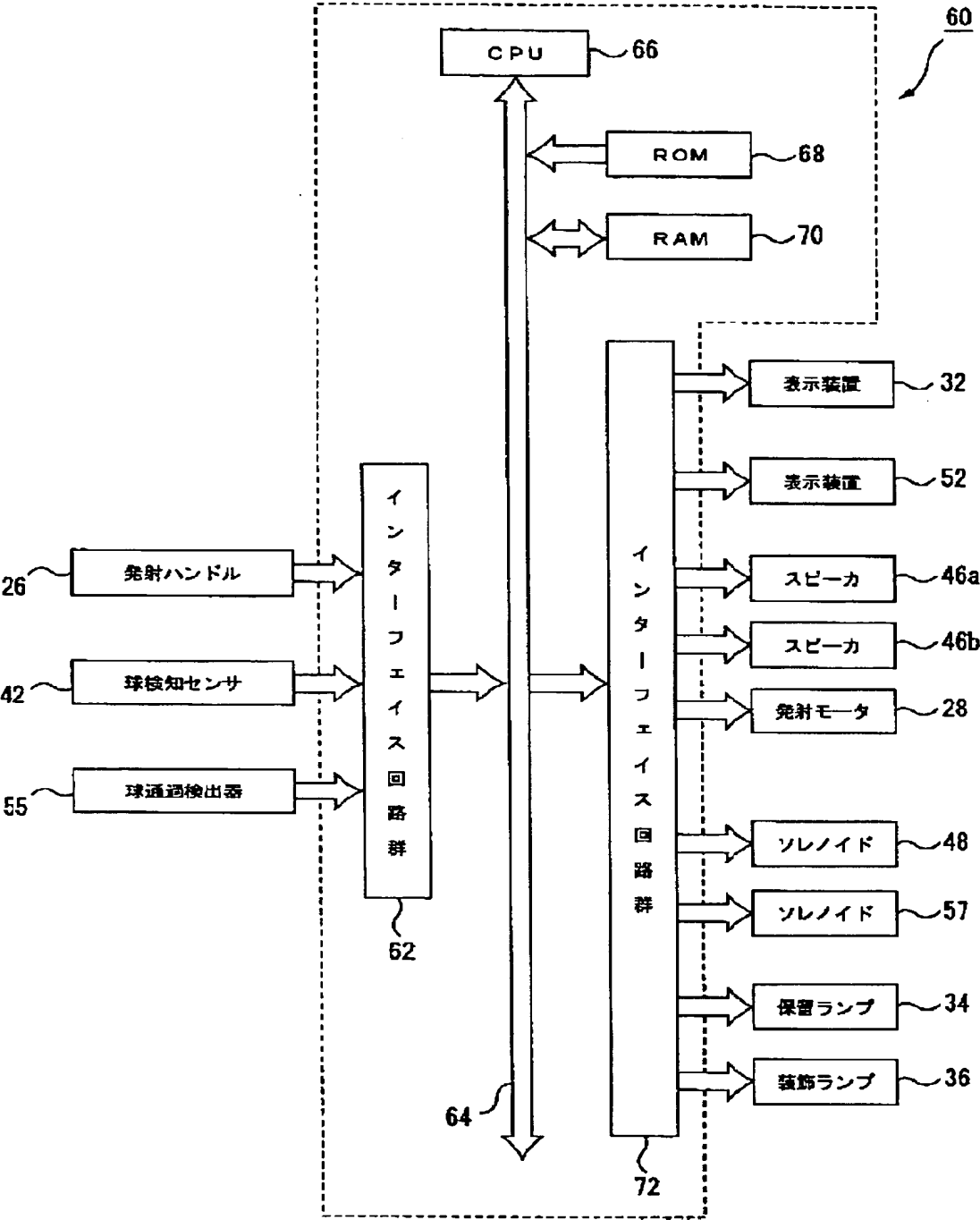
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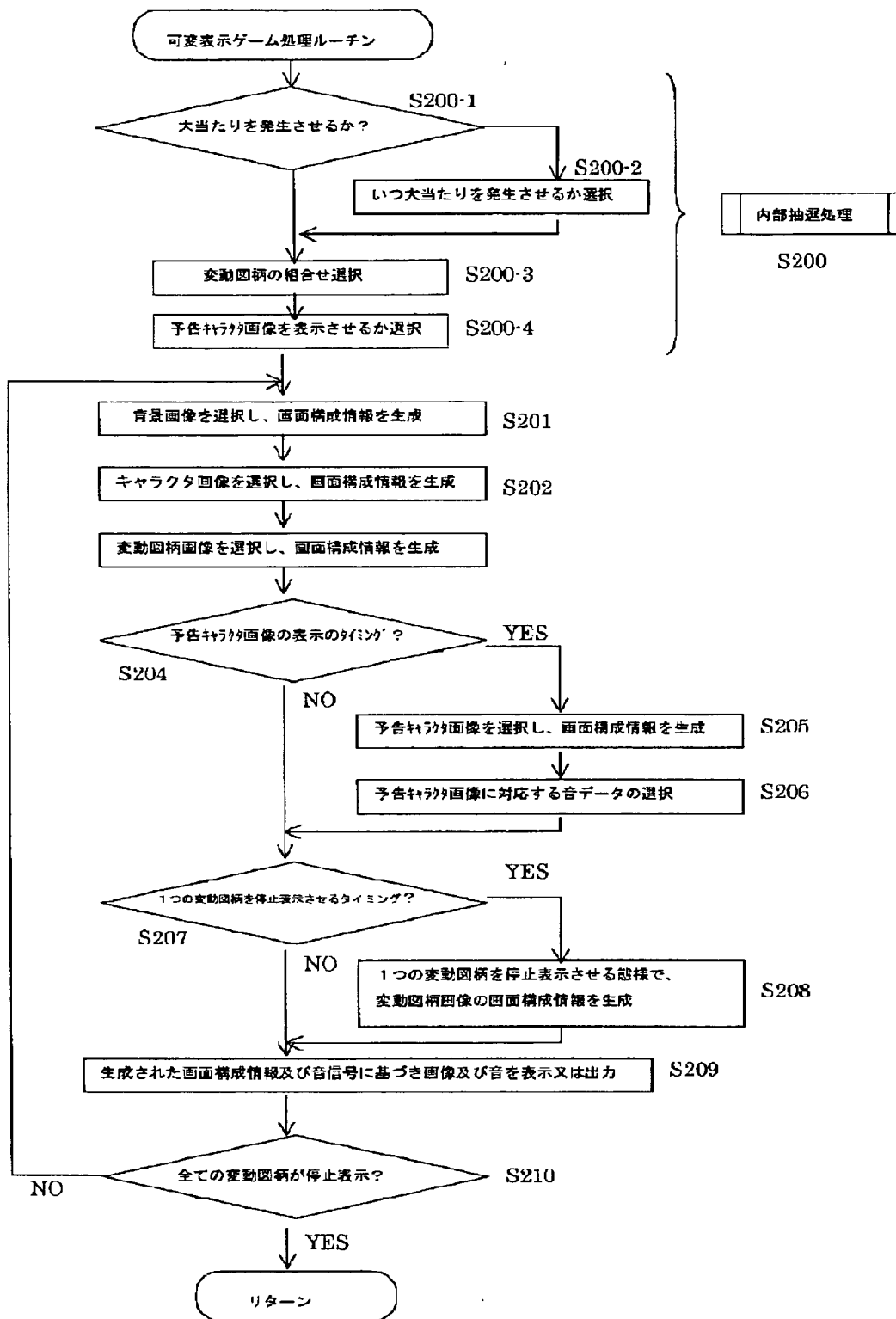
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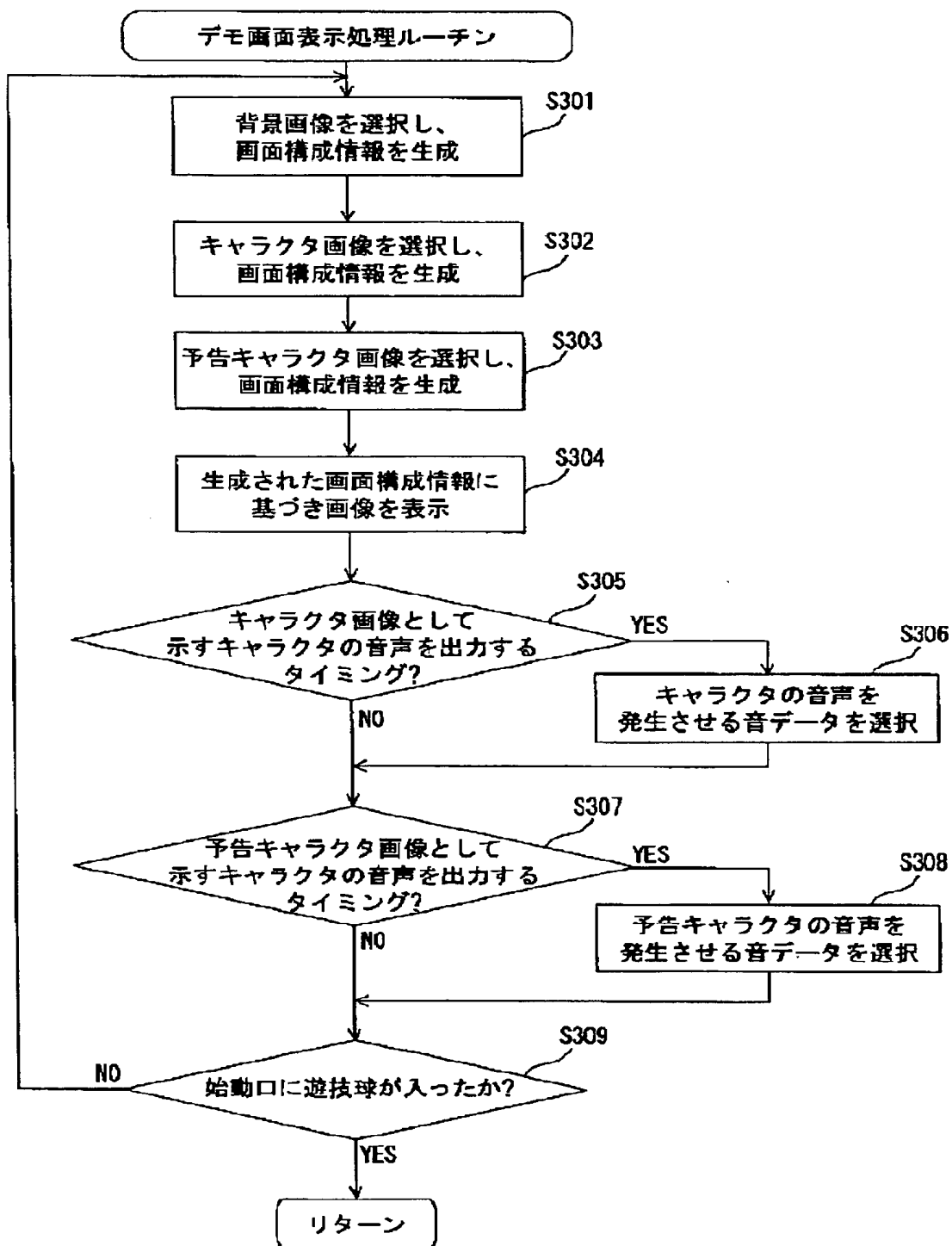
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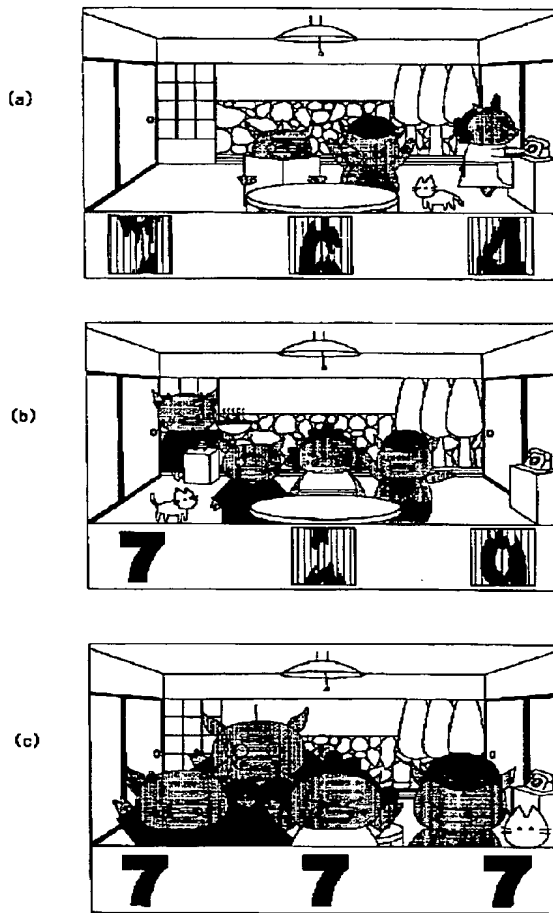
[Drawing 9]



[Drawing 10]

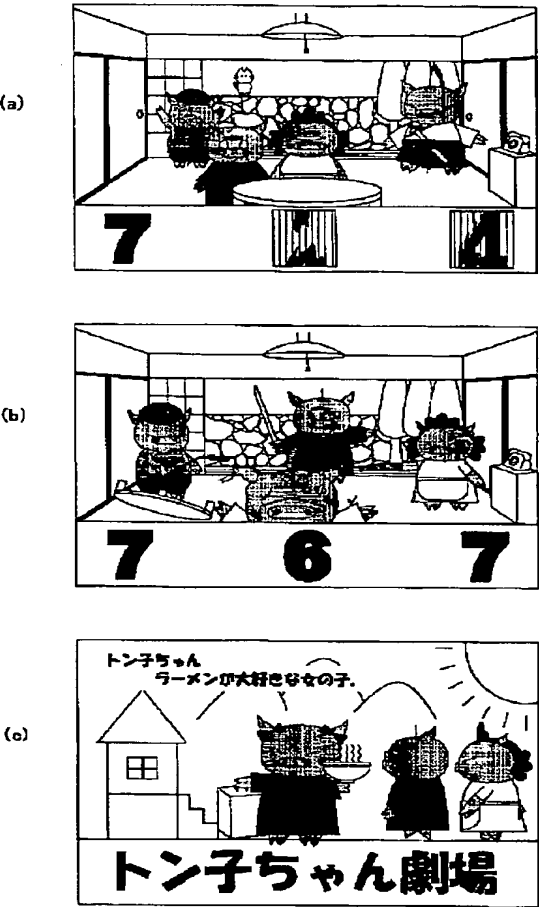


[Drawing 11]

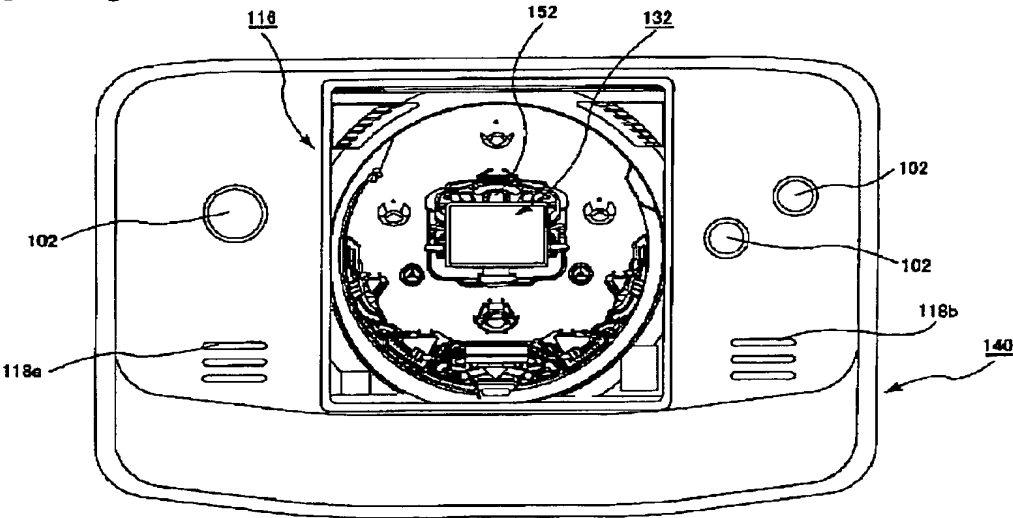


[Drawing 12]

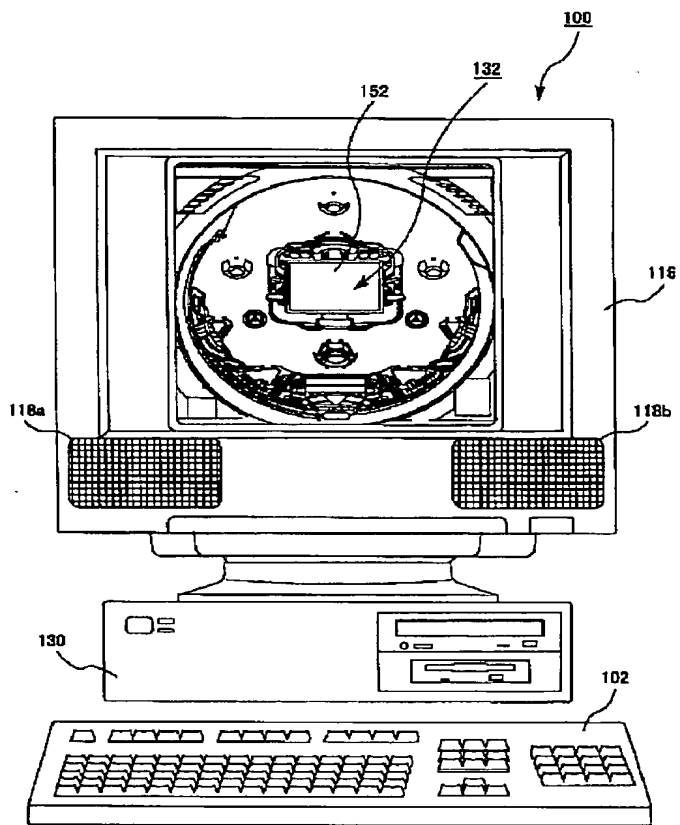




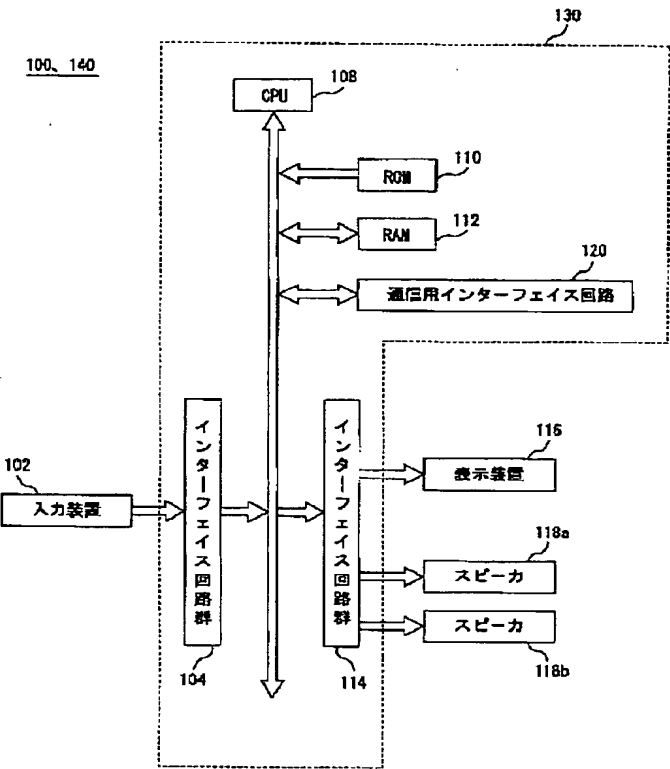
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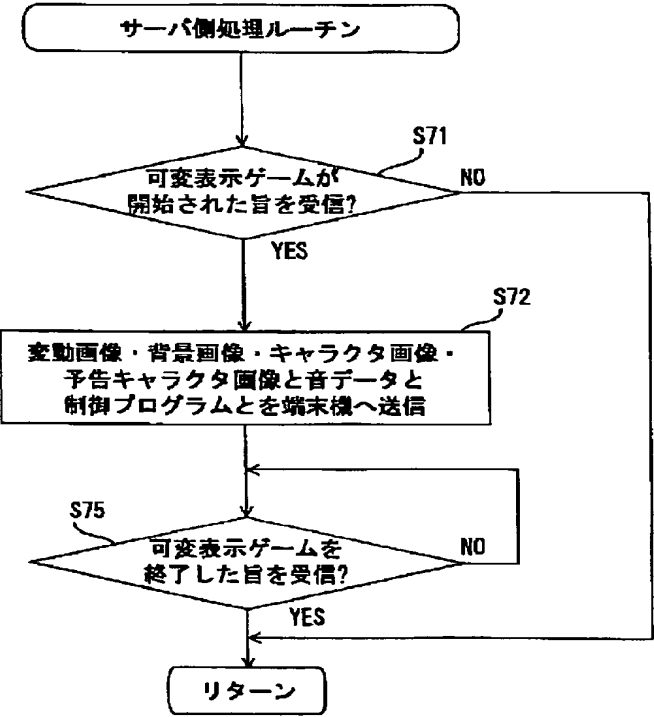
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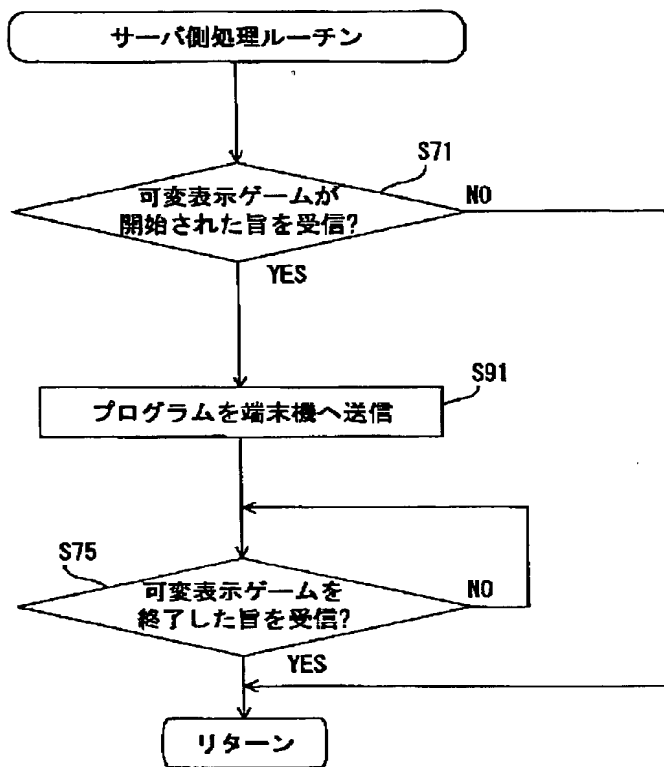
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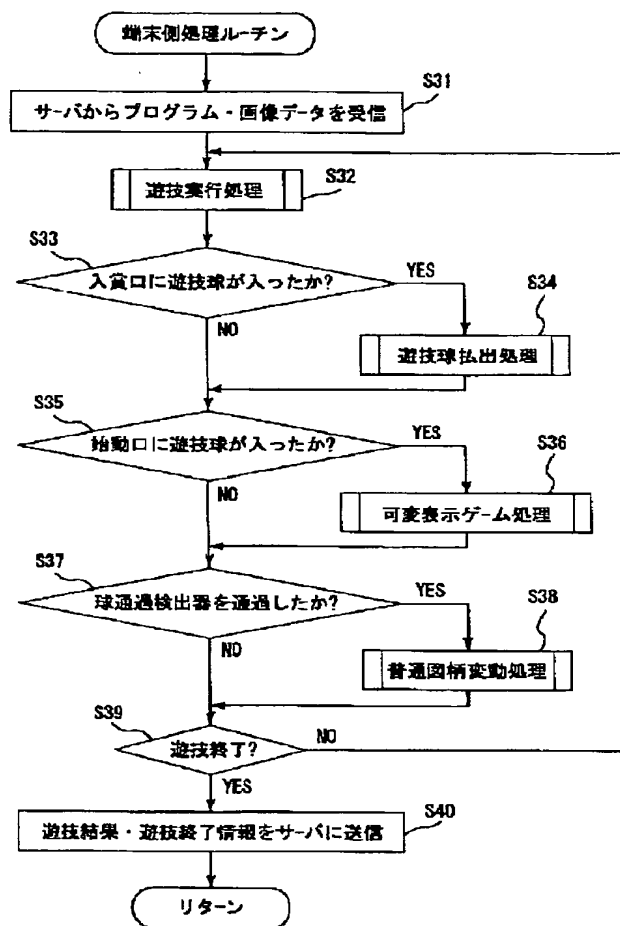
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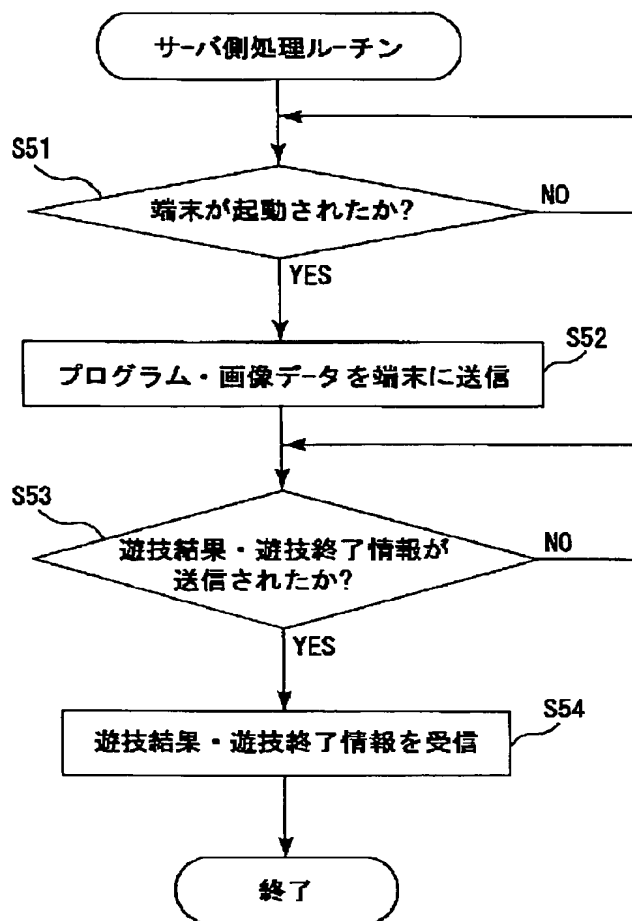
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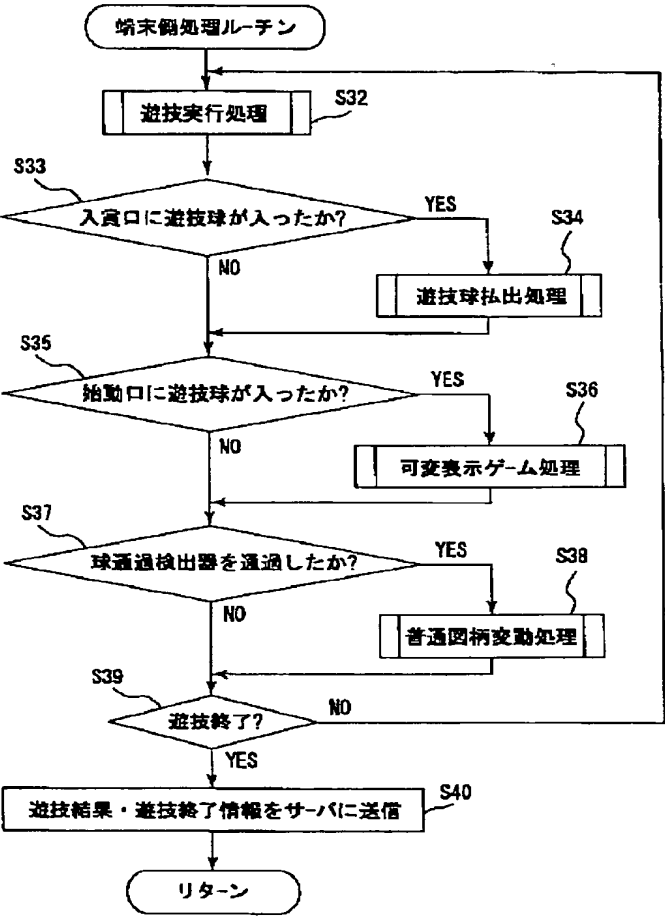
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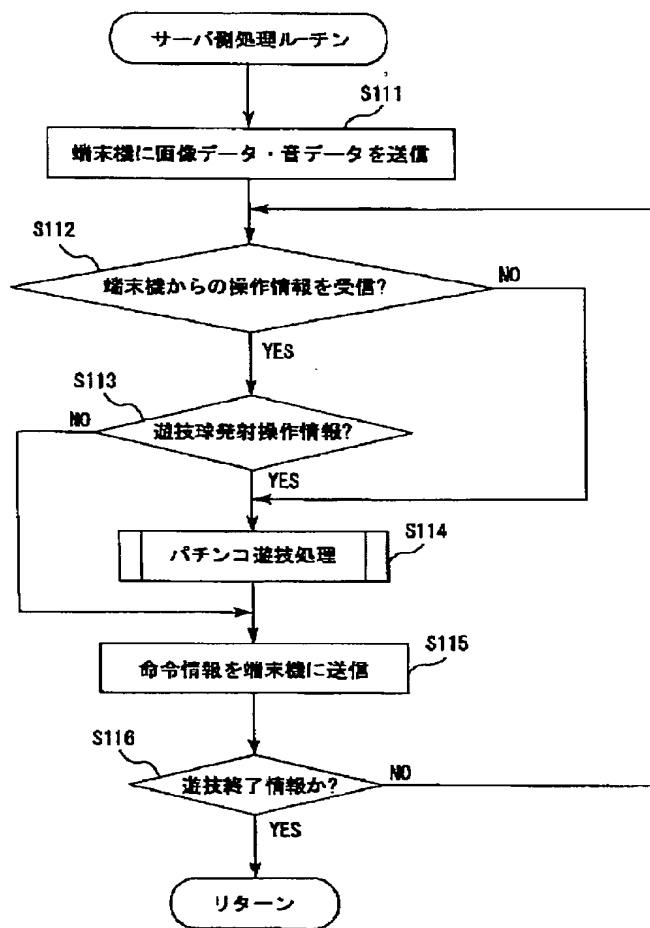
[Drawing 18]



[Drawing 19]

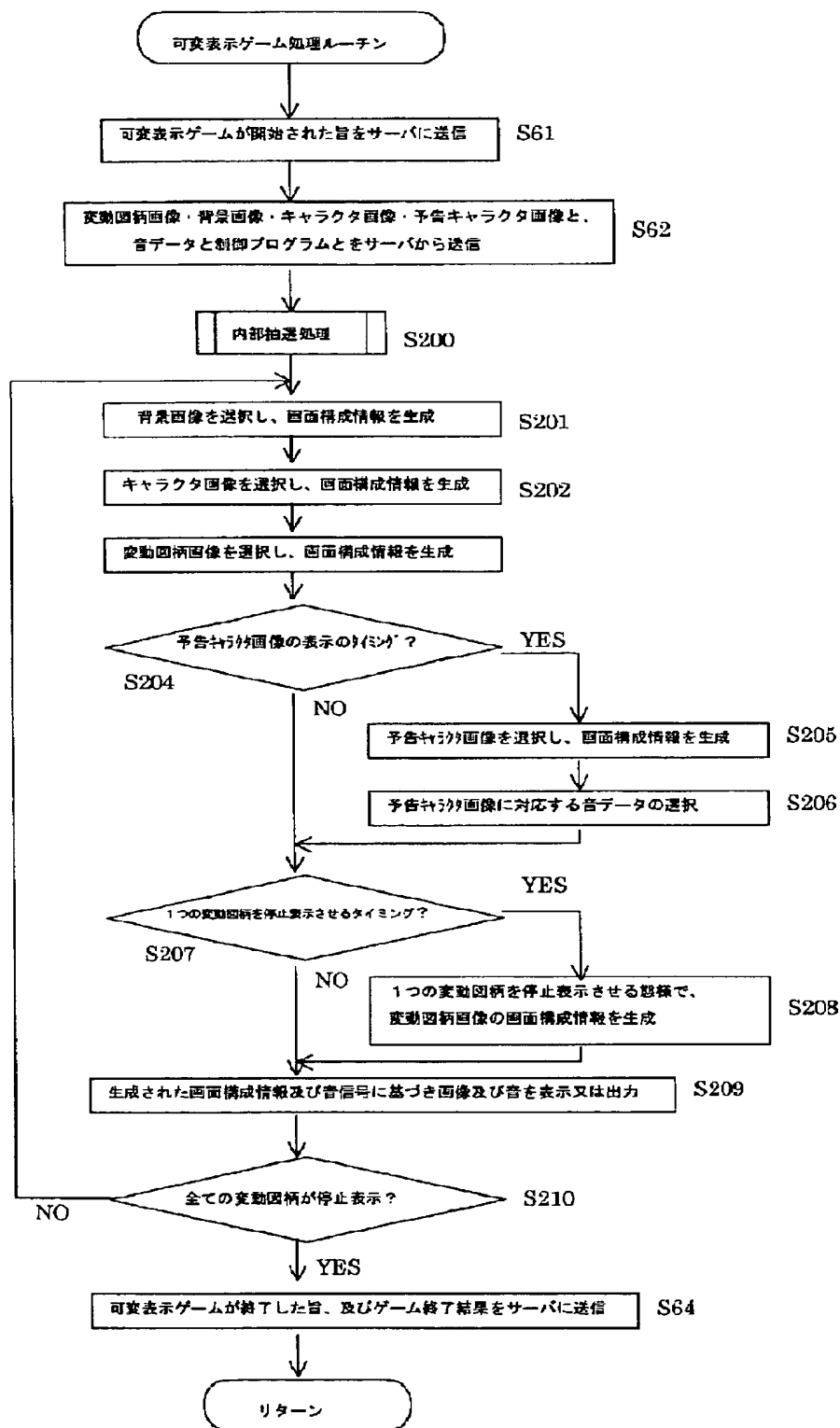


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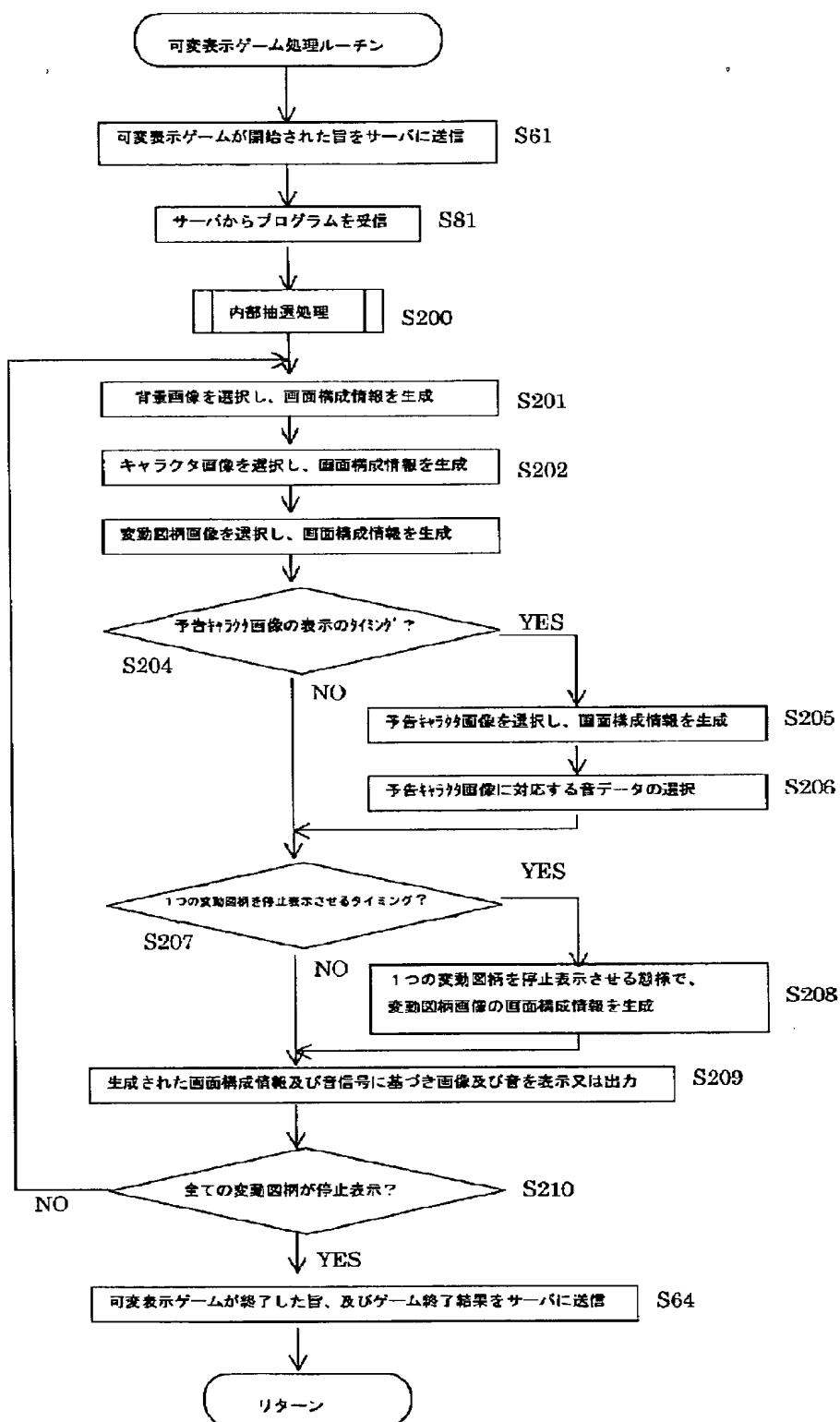


[Drawing 20]

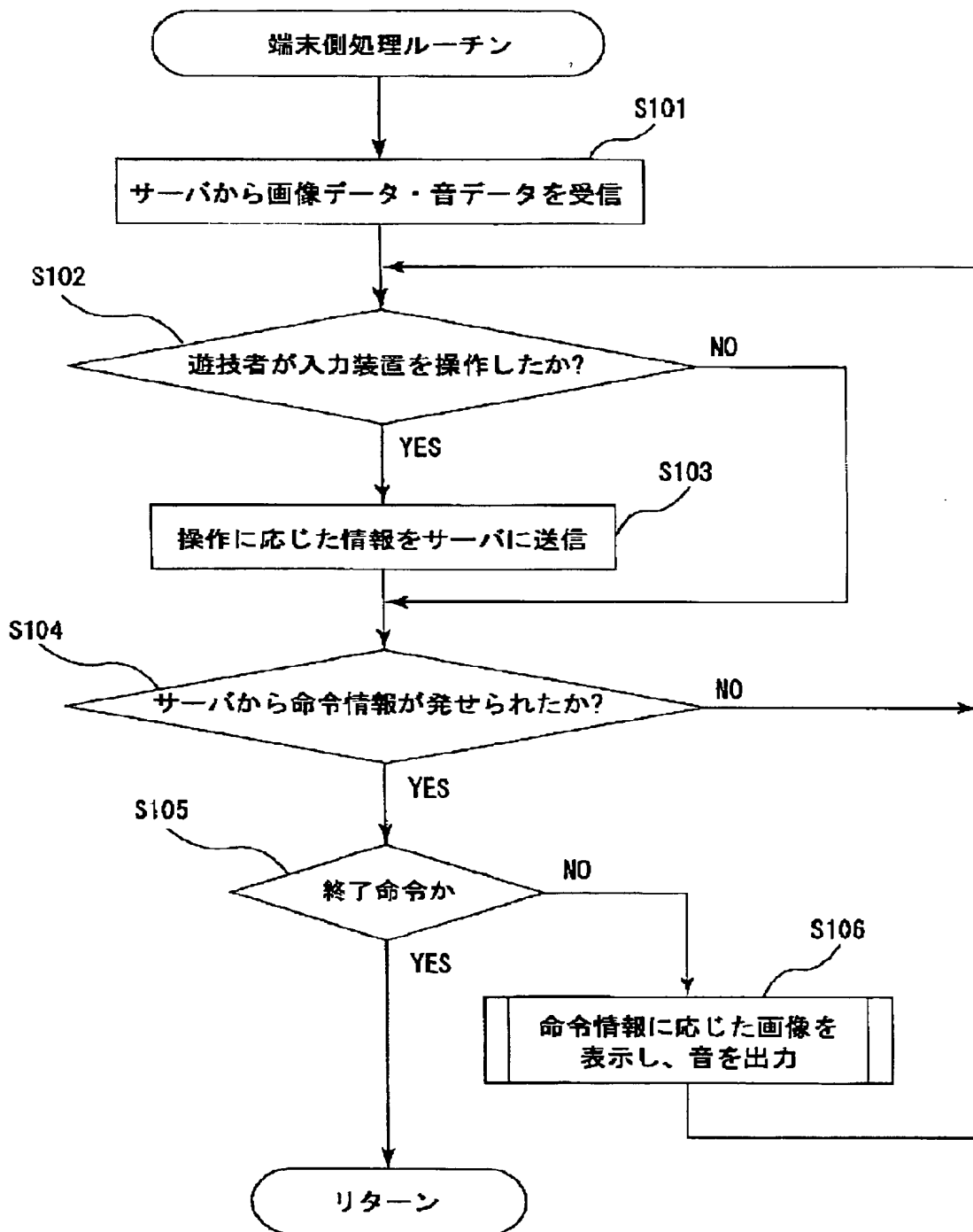




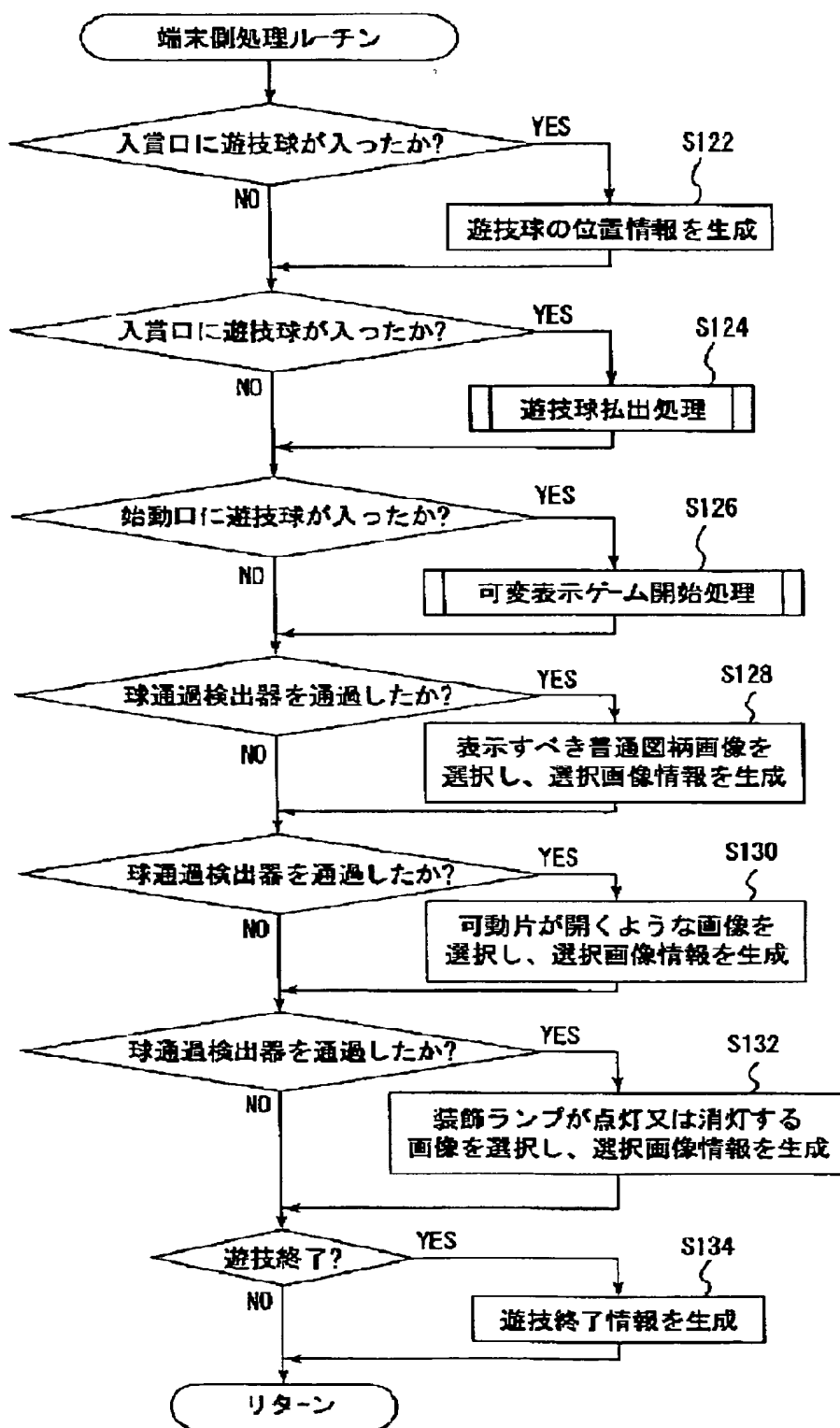
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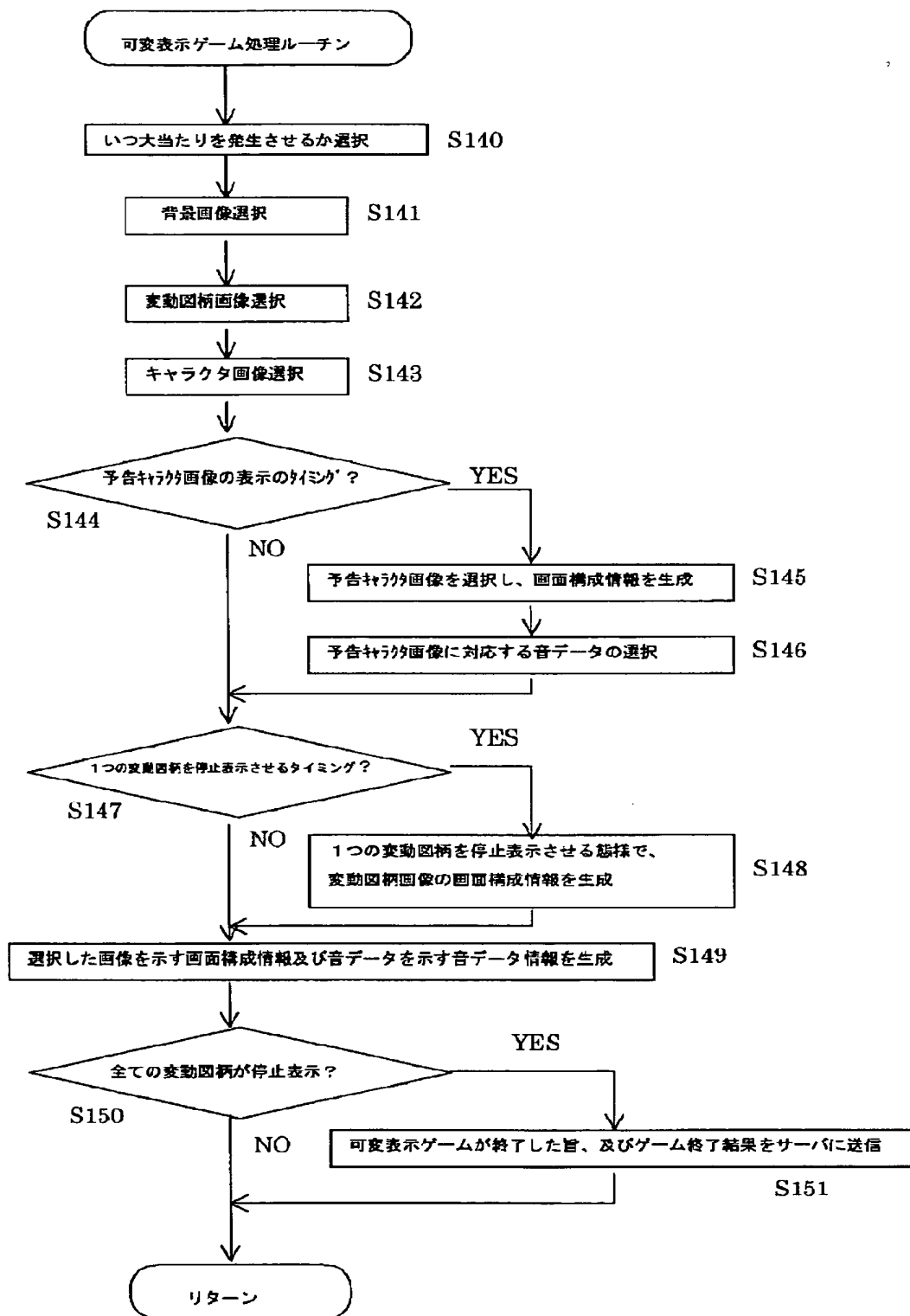
[Drawing 24]



[Drawing 26]



[Drawing 27]



[Translation done.]